

1.001 combinaciones de mate

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Los diagramas ofrecidos por 1001 COMBINACIONES DE MATE tienen un común denominador: jugadas que implican un gran riesgo, que exigen, por ello, un especial y minucioso estudio; pero sólo el éxito final puede compensar, con la mayor satisfacción, el mate obtenido de manera brillante.

Los ejemplos propuestos por Fred Reinfeld, conocido maestro en el arte del ajedrez, constituyen indicaciones lo suficientemente claras como para que el aficionado sepa encontrar la solución a situaciones complicadas, que, a su vez le permitirá mejorar su juego notablemente.

78

50 ptas.

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La pérdida de la Dama es una de las peores catástrofes que pueden suceder en una partida de ajedrez. Pero el sacrificio de la Dama en una brillante combinación es algo completamente diferente.

Debido a la importancia de esta pieza, su sacrificio representa un gran riesgo; antes de iniciar una combinación de este tipo hay que meditar y calcular muy minuciosamente todas las variantes y comprobar que el resultado final de la combinación compensa con creces tal sacrificio. En lo que a este capítulo concierne, lo que se busca como compensación del sacrificio es el mate.

¿Pero cuándo sabemos que la posición está madura para el sacrificio de Dama? Existen indicaciones manifiestas que podrán apreciarse con el estudio de las siguientes posiciones. Estas indicaciones son lo suficientemente claras para que un observador experimentado averigüe lo necesario a este respecto.

Por ejemplo, en el diagrama 1 las blancas pueden sacrificar su Dama con éxito, porque las negras tienen débil su primera fila. El mismo tipo de debilidad favorece el sacrificio en los diagramas 4, 14 y 16, entre otros.

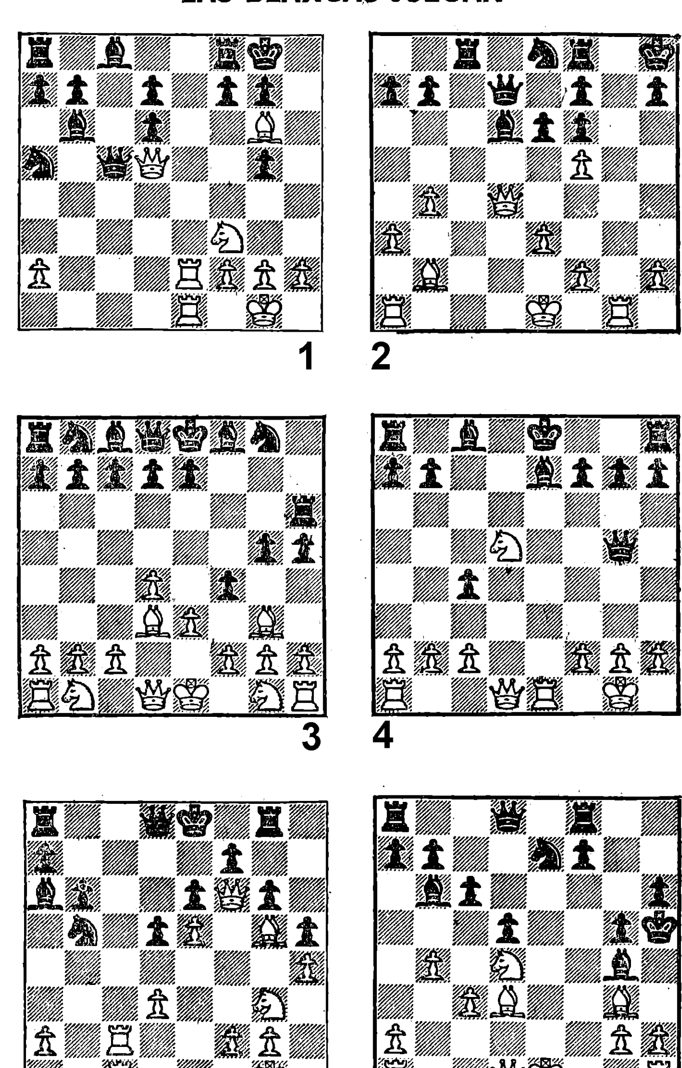
Considérese también, la posición expuesta del Rey negro en los diagramas 6, 7, 8 y 13. No es sorprendente que el Rey sufra las consecuencias. Tampoco es de extrañar que un brillante sacrificio de Dama sea posible en cada caso.

Y así, sucesivamente, para los demás ejemplos. De vez en cuando, se encontrarán posiciones de caracterís-

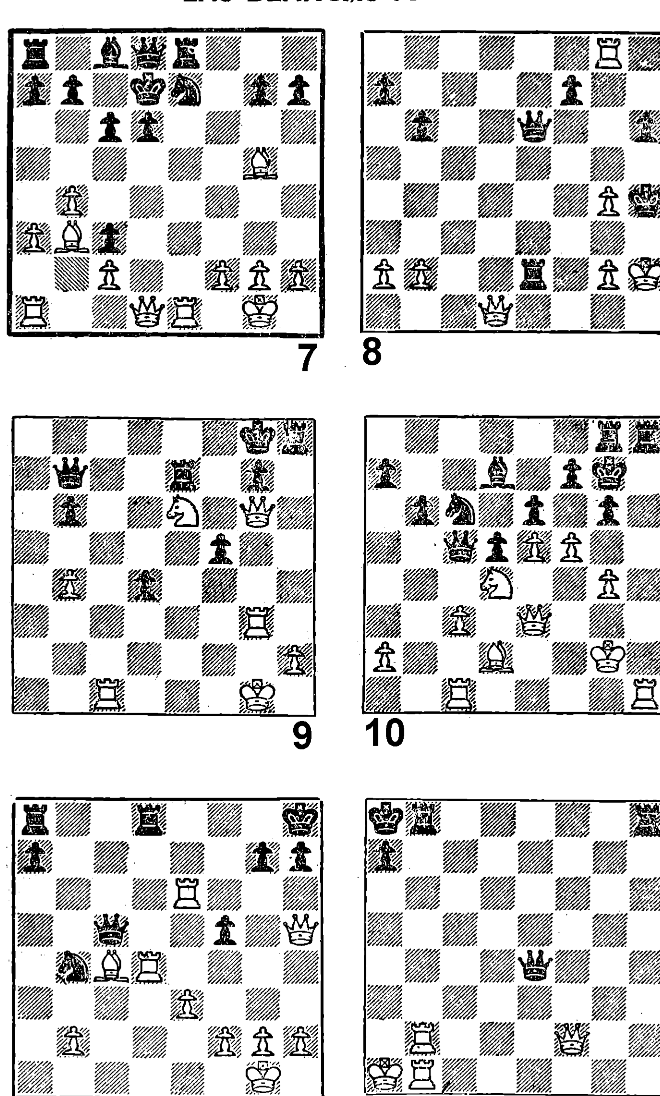
ticas muy similares que conducen a parecidas soluciones.

Cuando en el juego se llegue a una posición que recuerde a otra análoga estudiada en los diagramas, inconscientemente se buscarán soluciones semejantes a las estudiadas; así irá mejorando notablemente su capacidad ajedrecista. Esto significa que una vez bien fijado el modelo en la mente, podrán aplicarlo para producir efectos devastadores en las propias partidas.

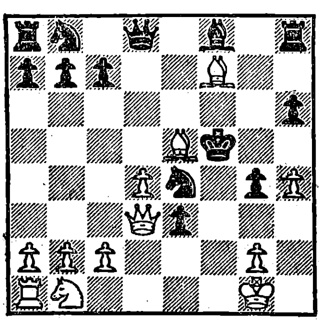
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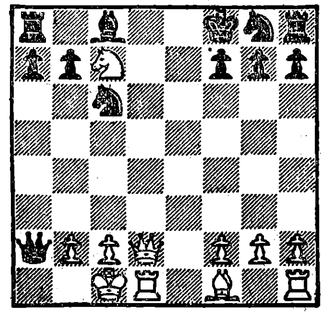
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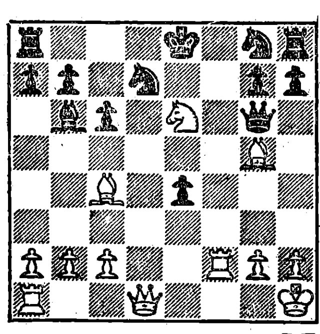
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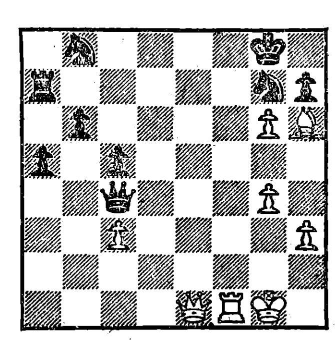
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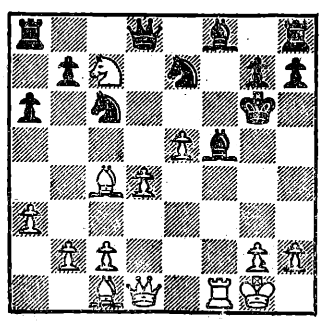
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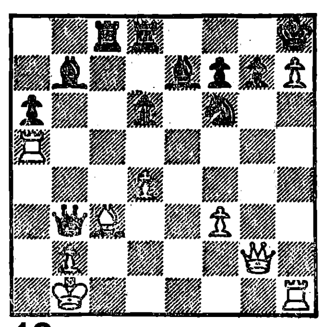
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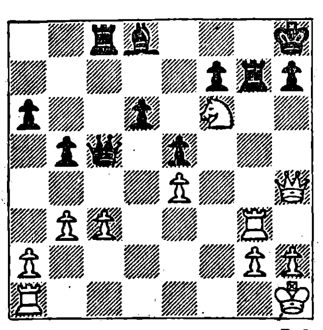


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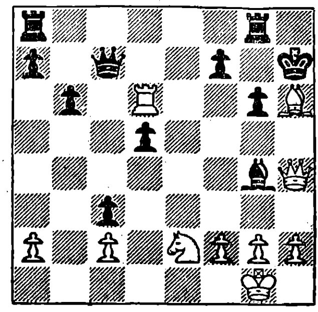


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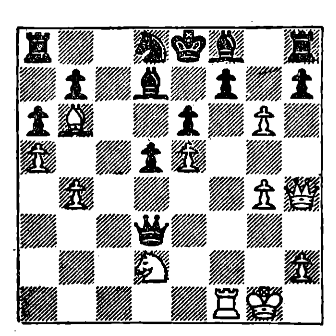
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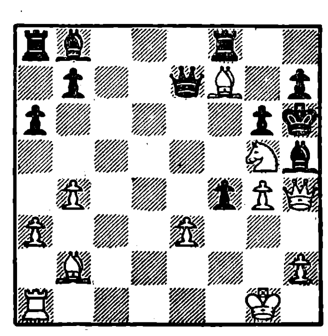
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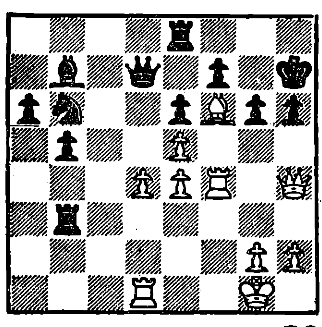
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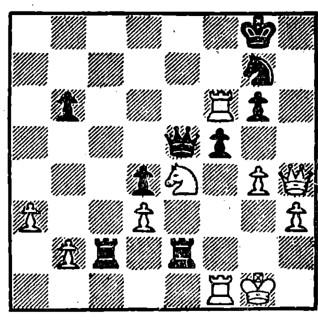
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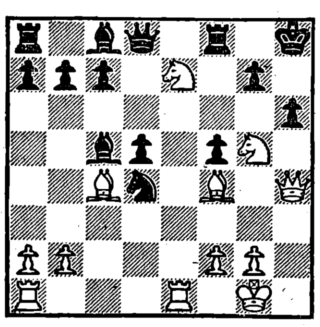


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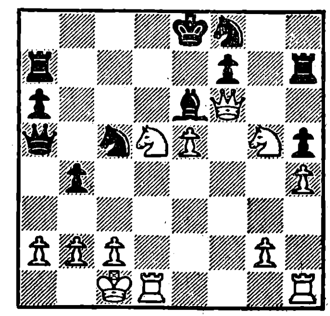


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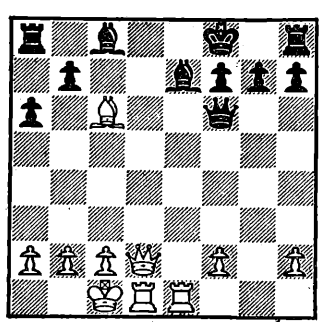
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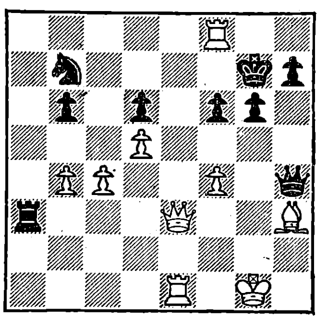
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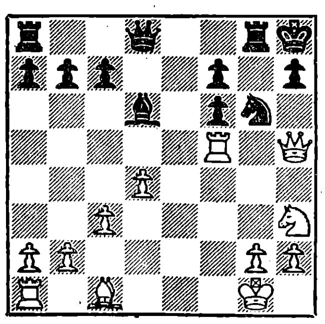
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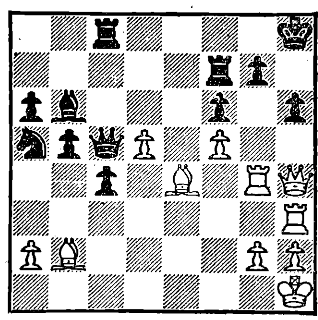
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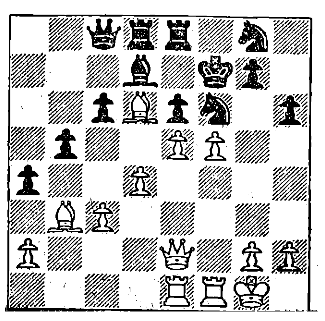


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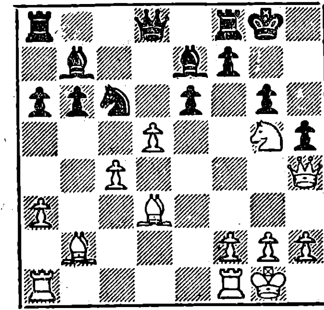


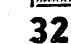
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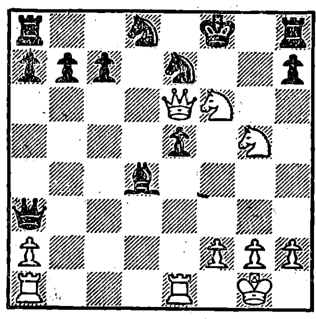


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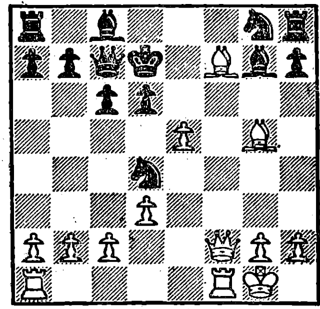




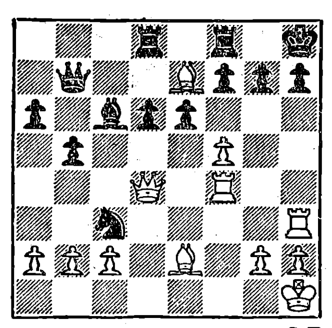
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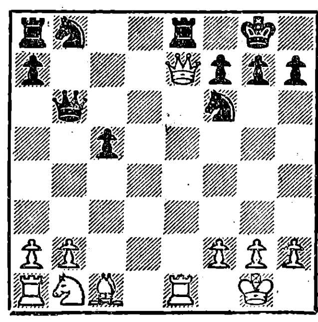
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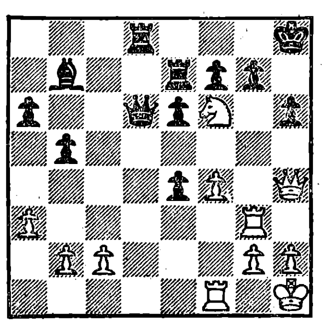


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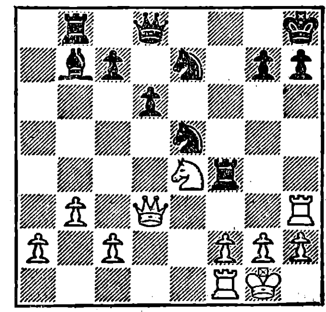


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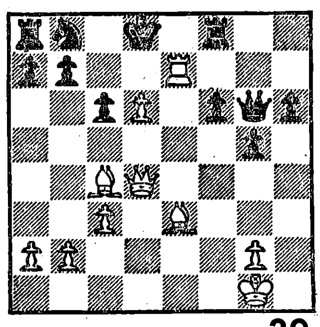
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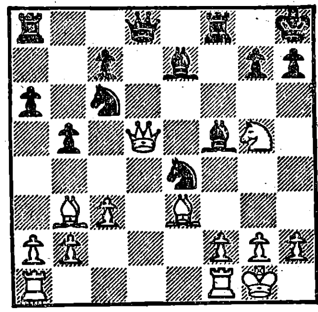
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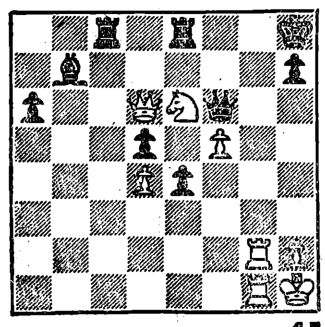
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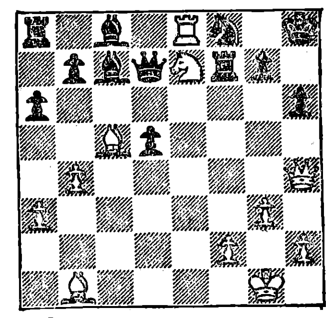
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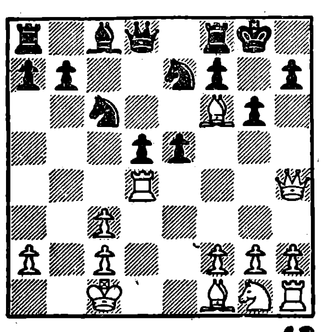


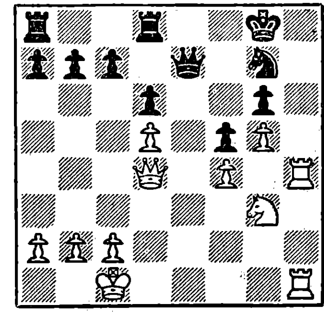
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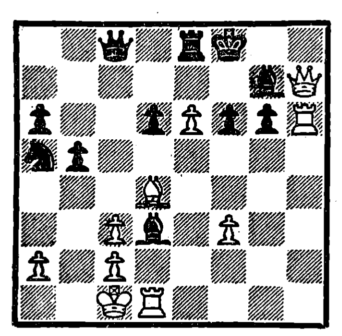


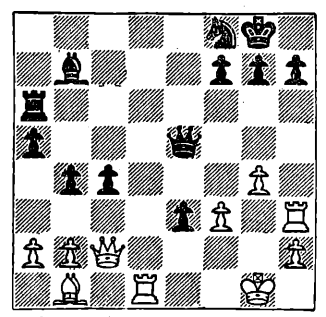
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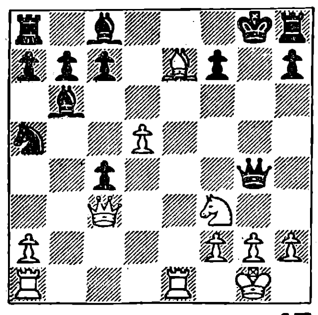
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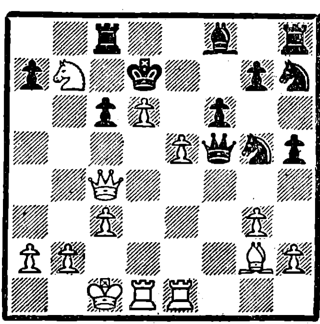

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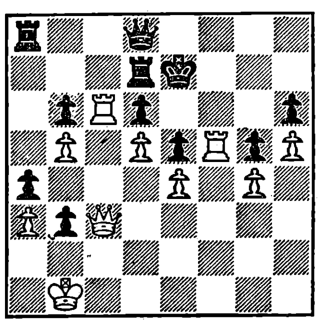

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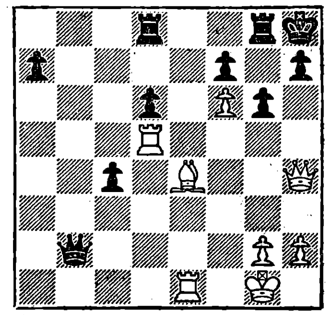

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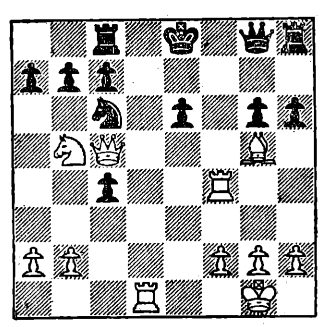
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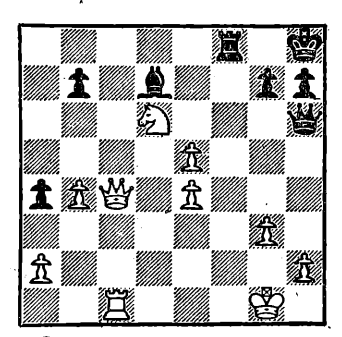
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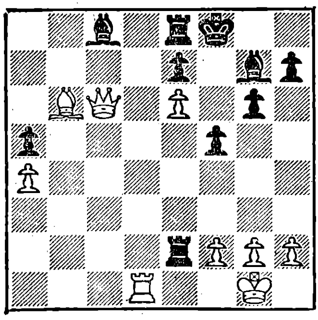
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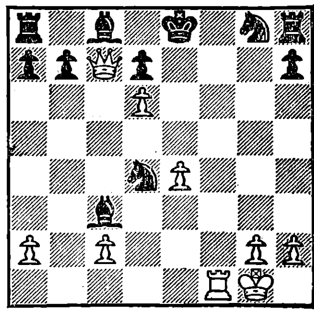
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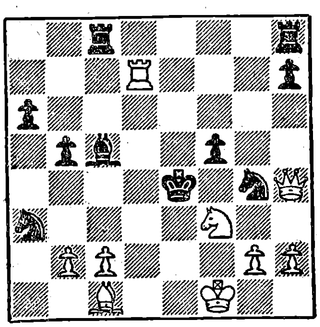


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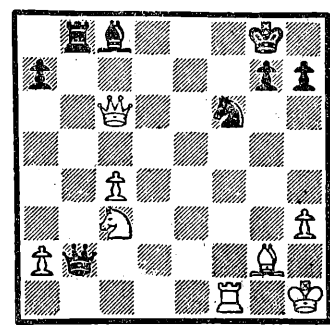


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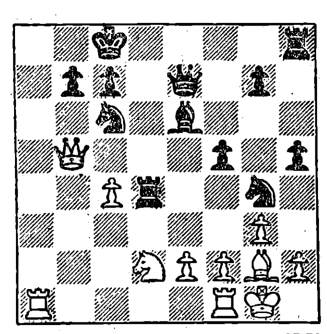
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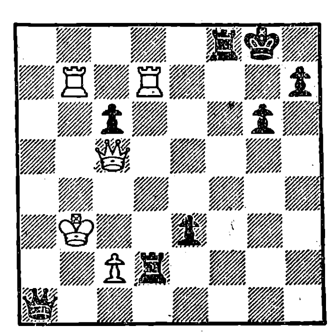
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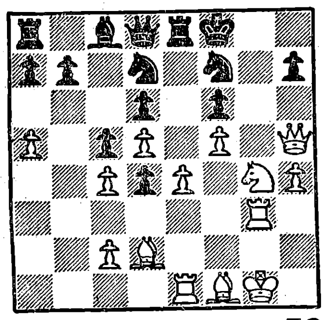
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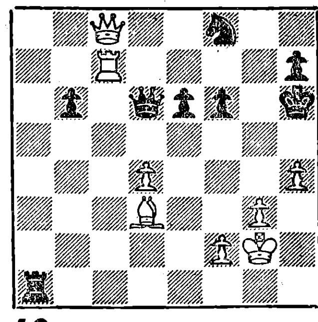
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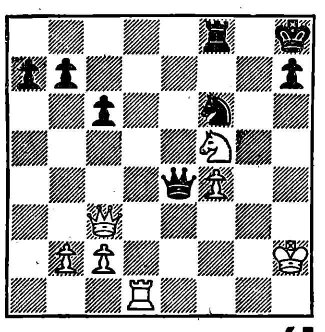


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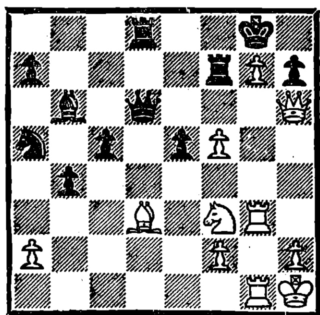


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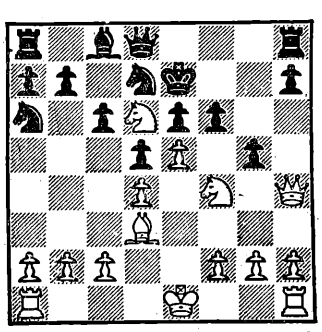
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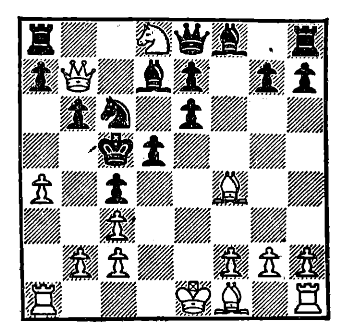
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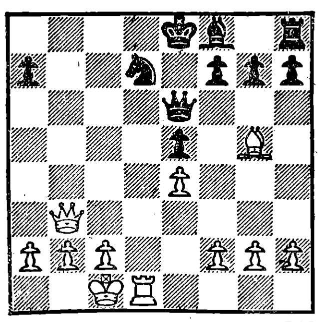
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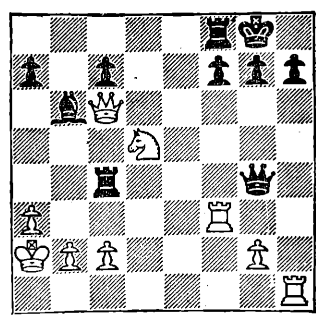
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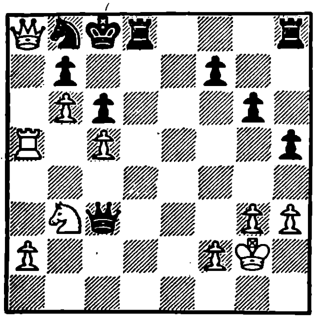


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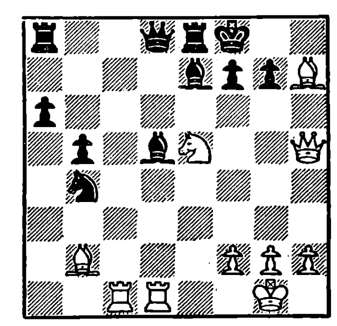


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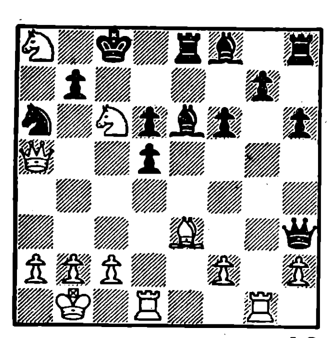
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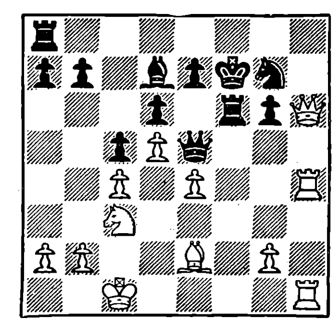
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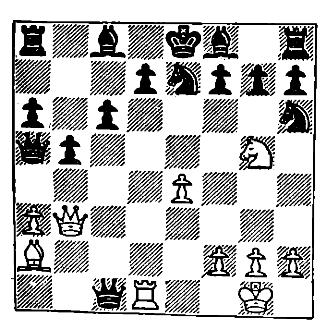
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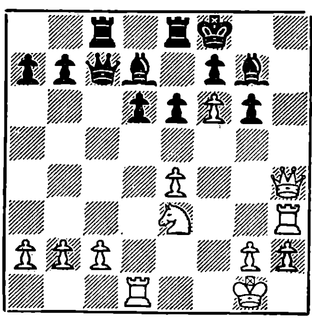
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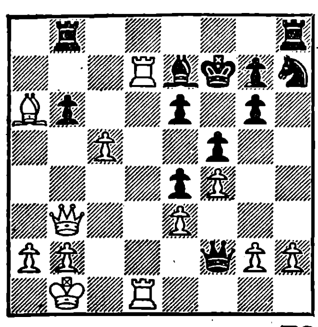


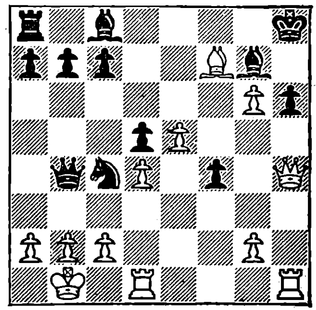
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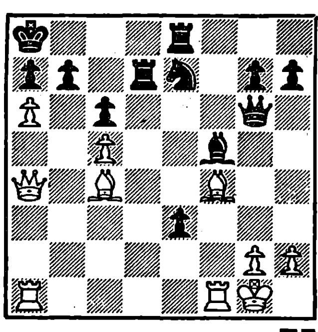


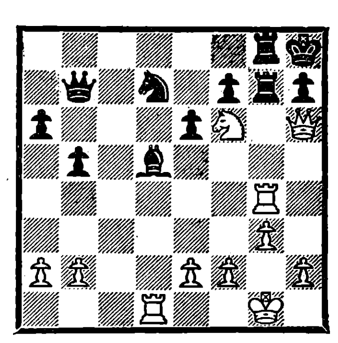
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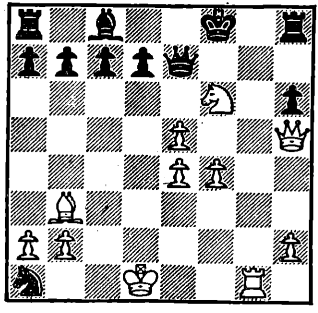
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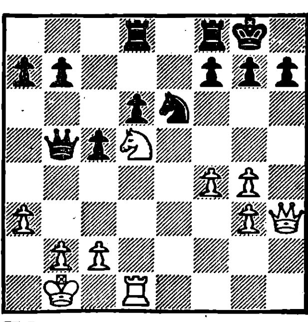

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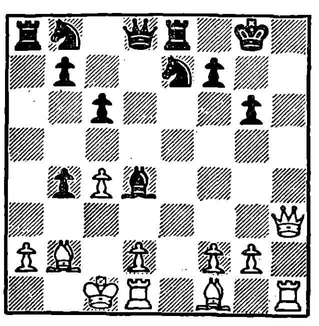

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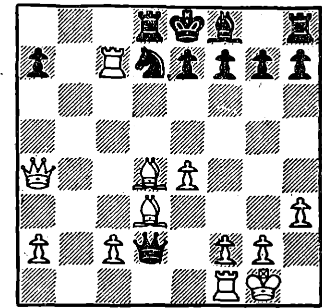

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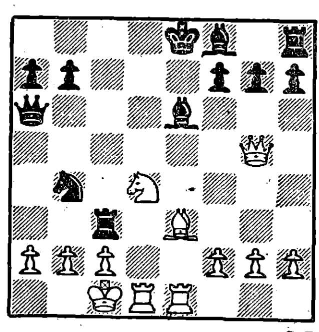

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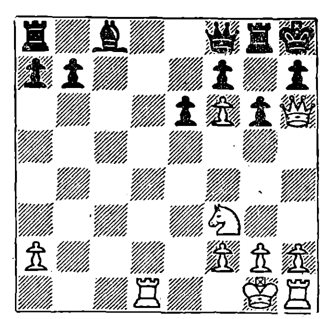
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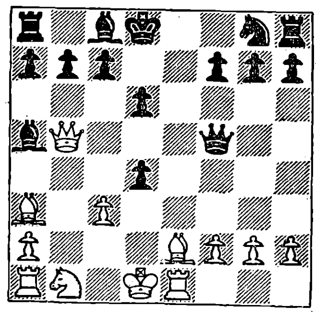
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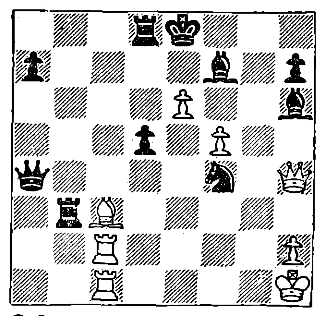
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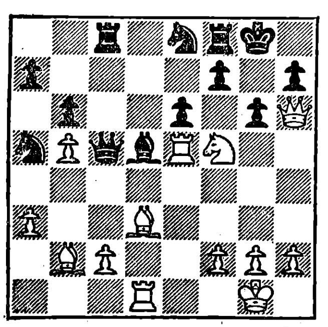


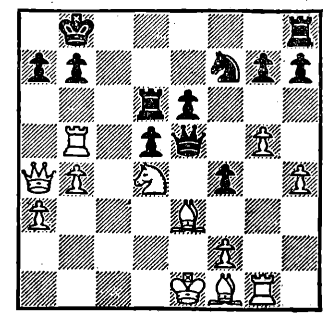
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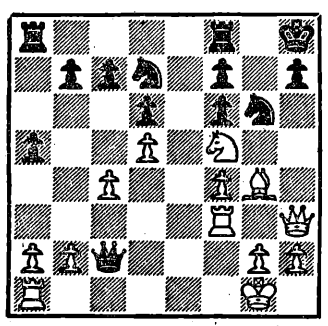


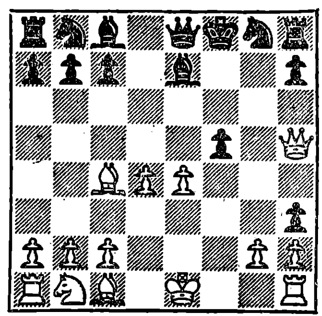
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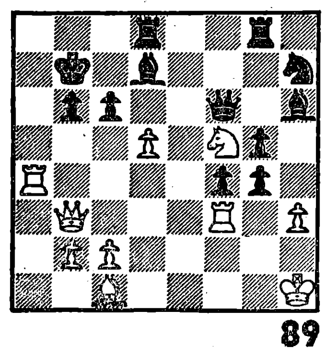
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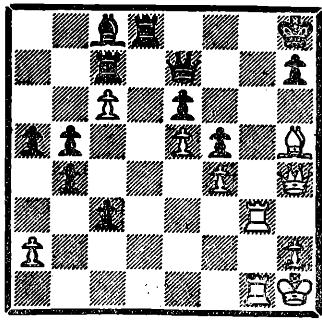

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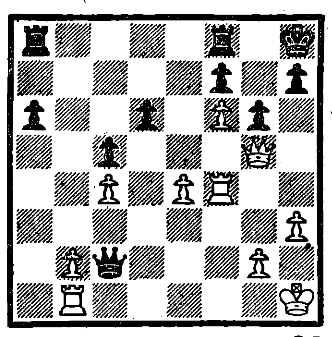

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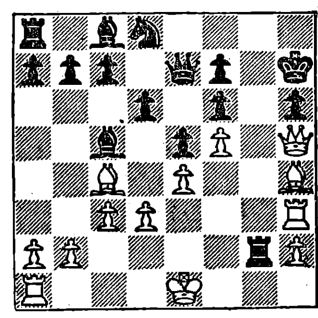

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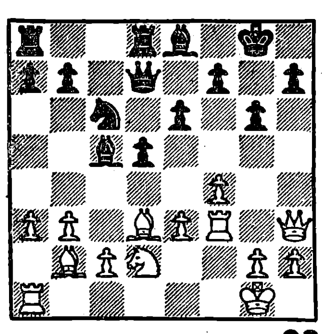

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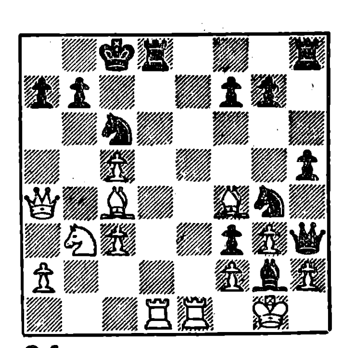

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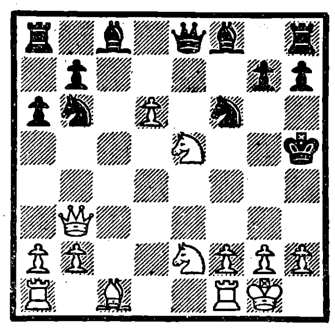
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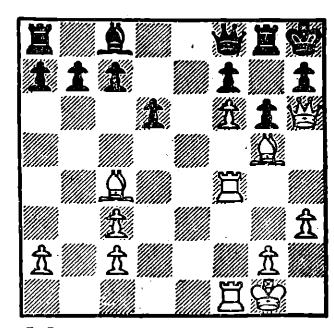

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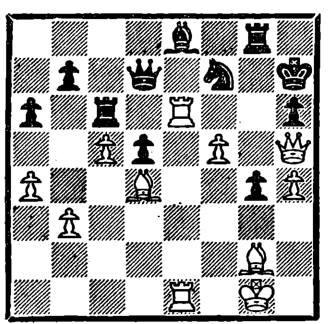

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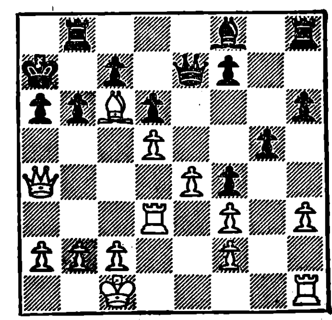

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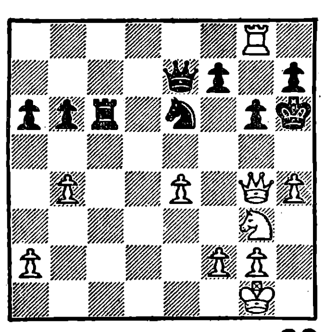
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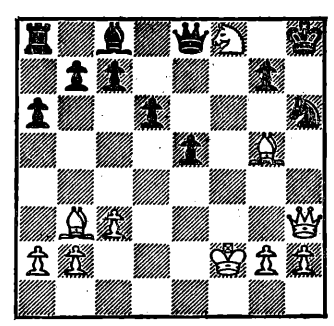
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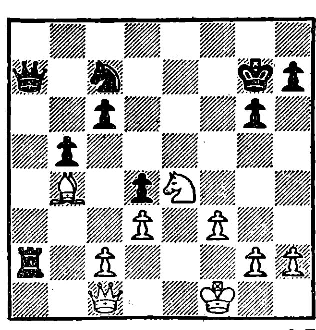
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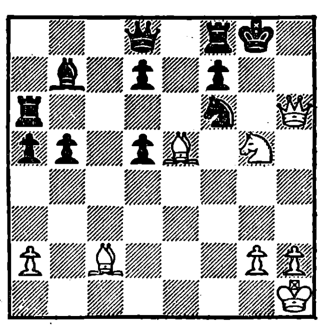
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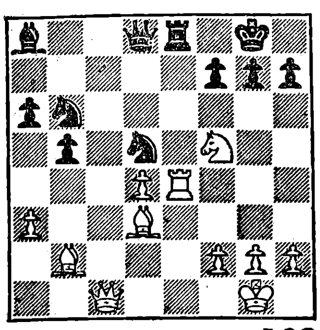


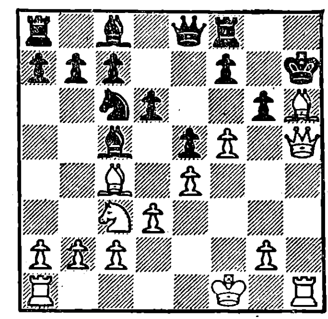
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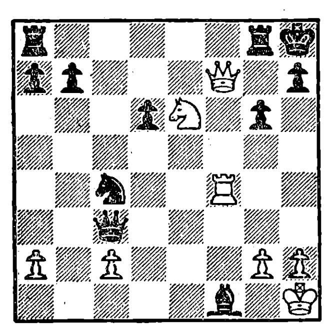


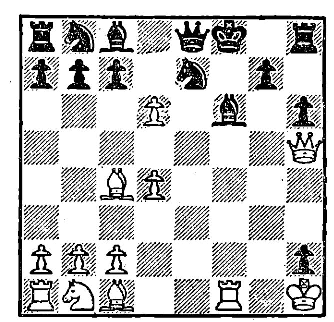
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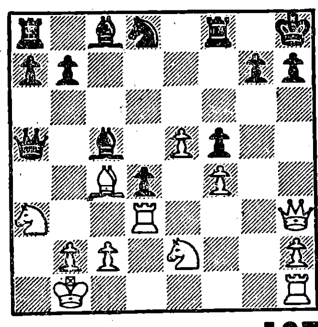
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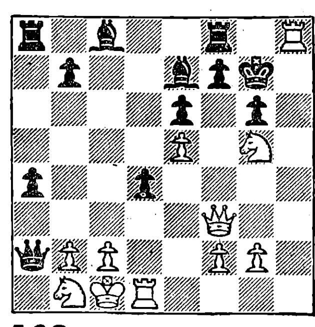

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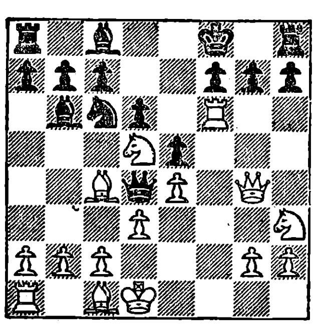

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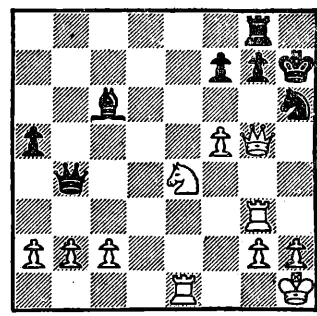

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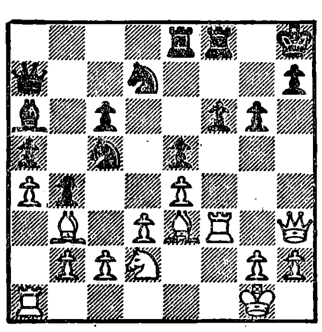
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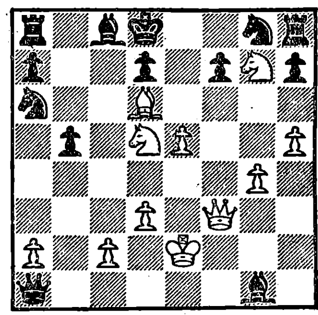
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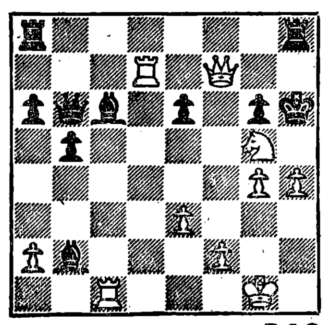
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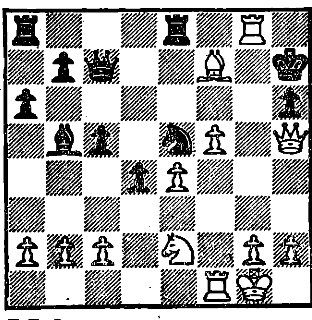
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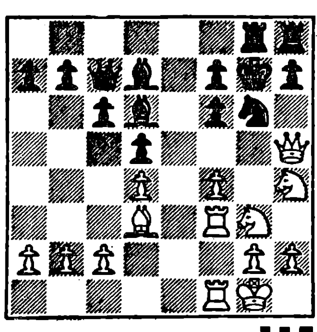


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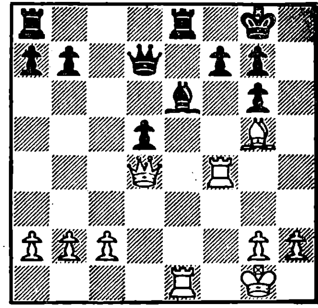


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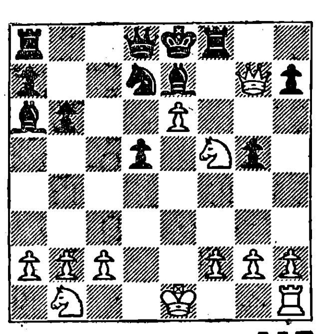
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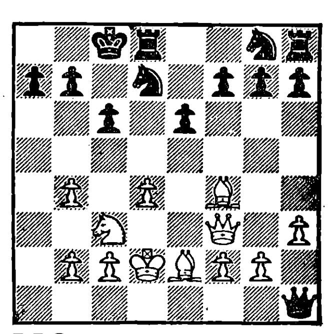
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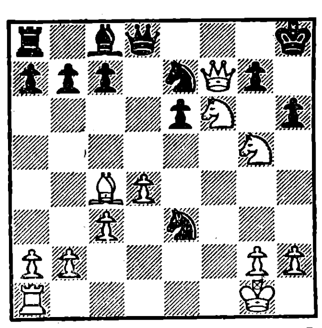
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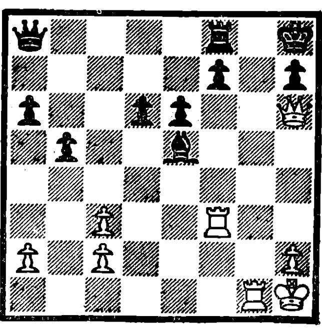
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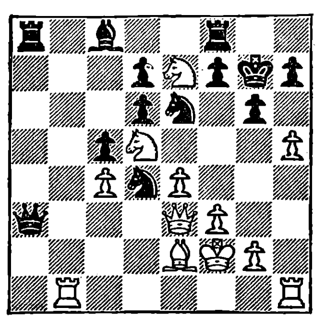


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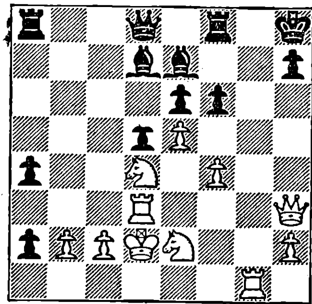


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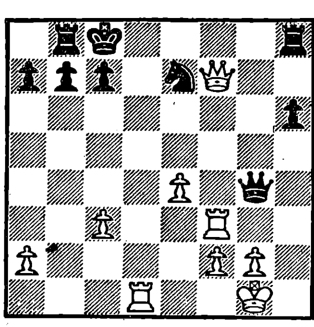


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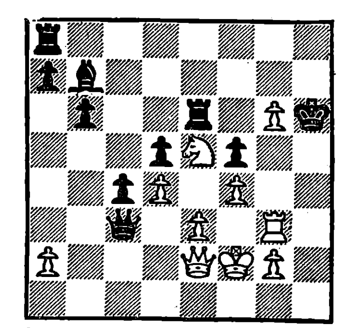




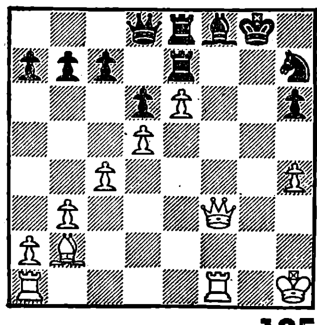
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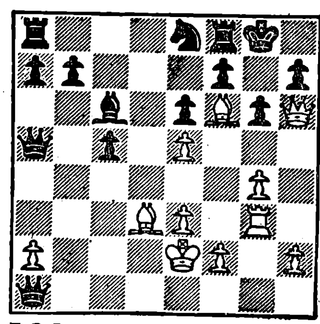
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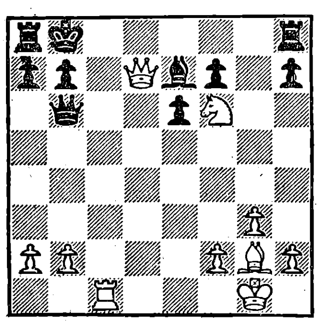


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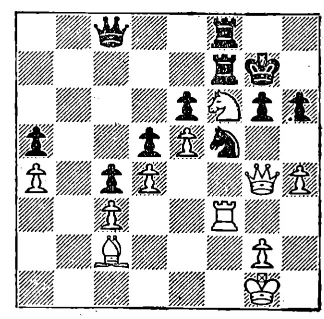


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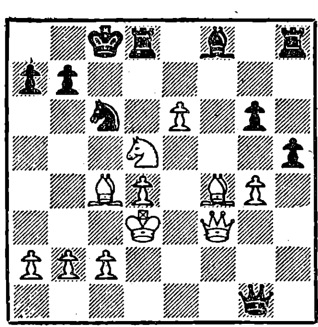
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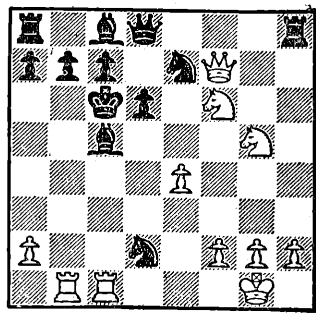
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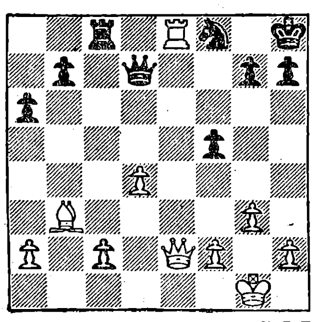
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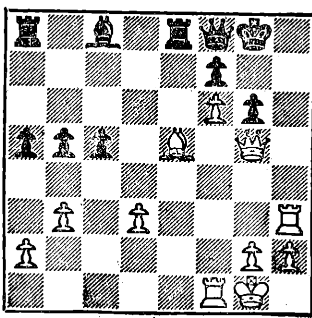
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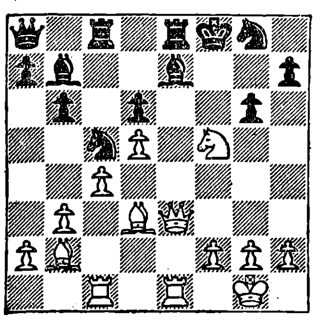


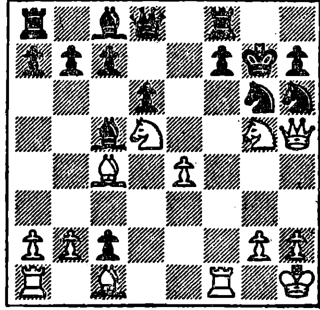
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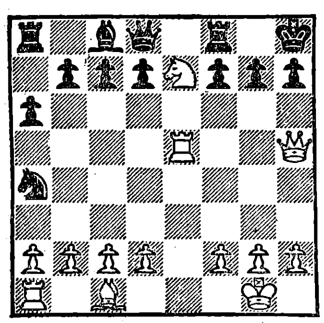


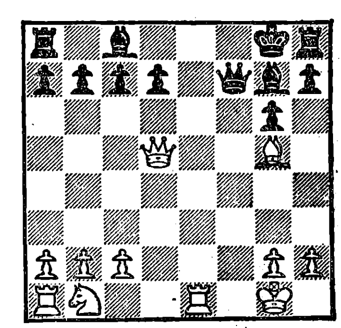


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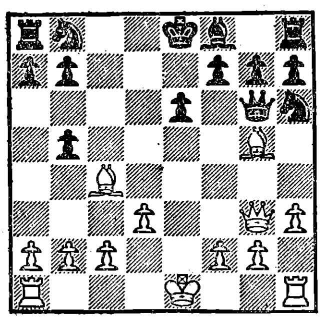
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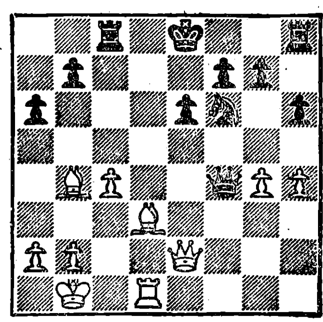




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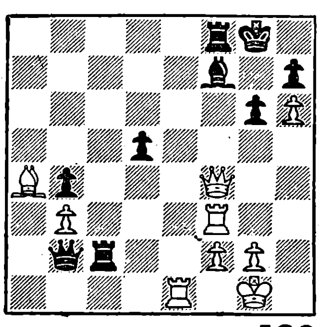




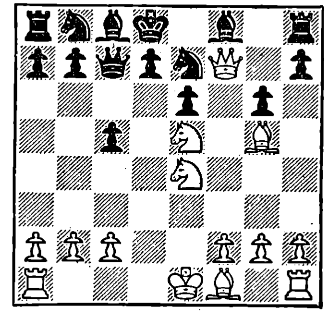
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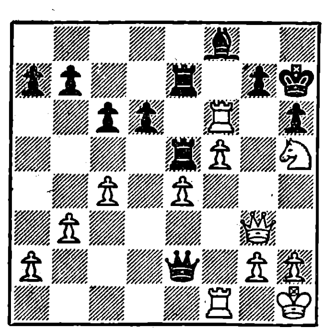
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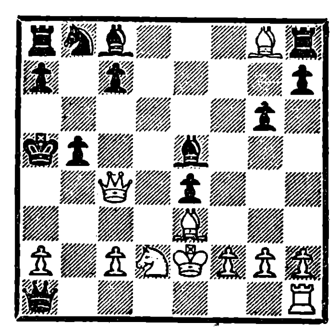
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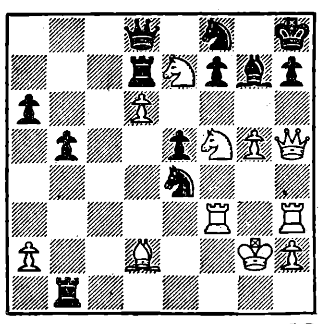
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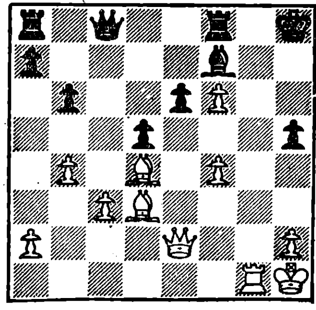
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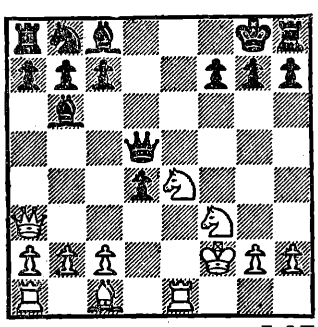


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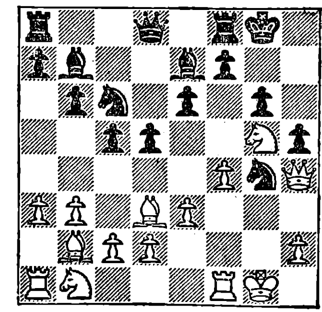


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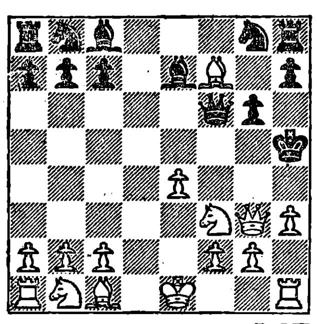
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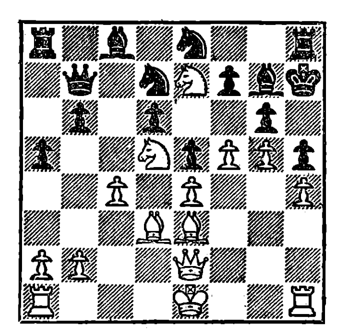
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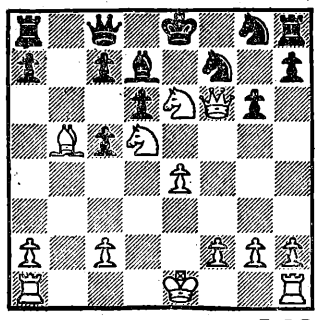
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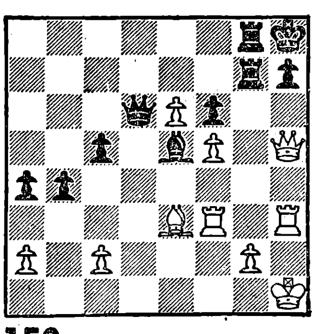
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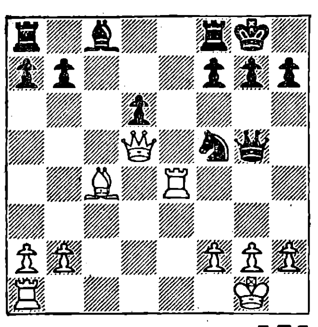


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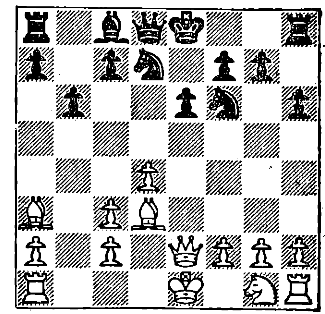


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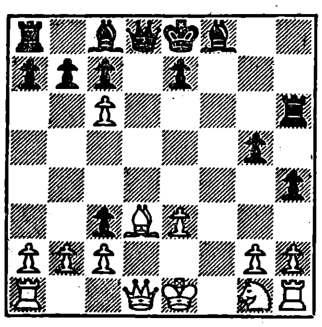
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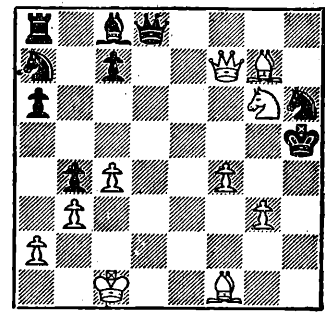
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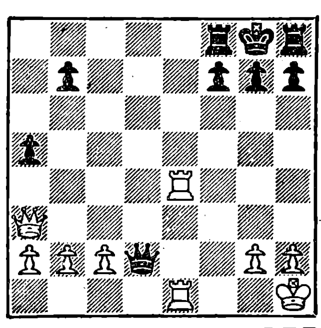
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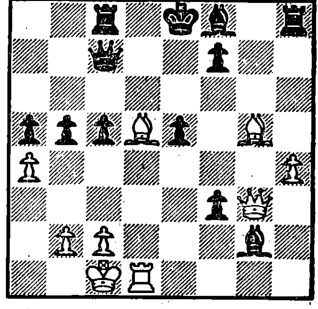
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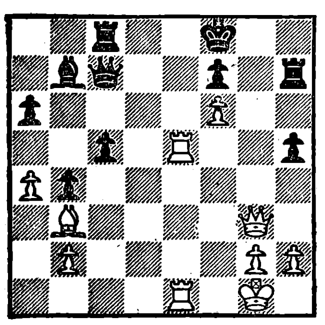


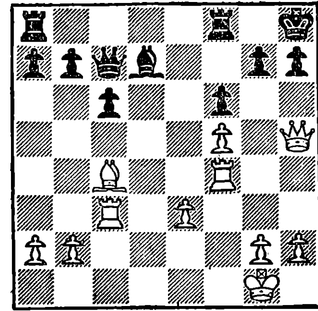
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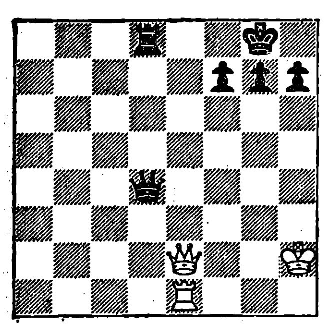


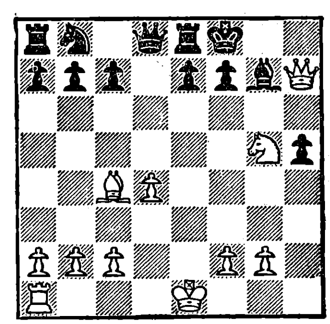
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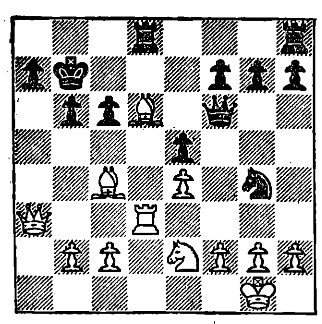
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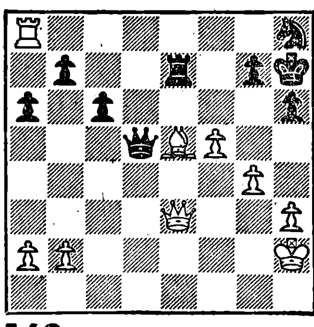

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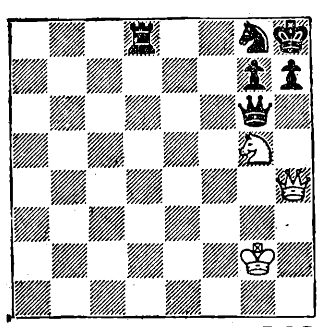

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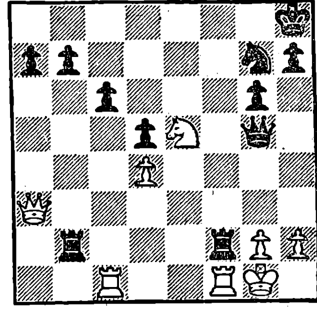

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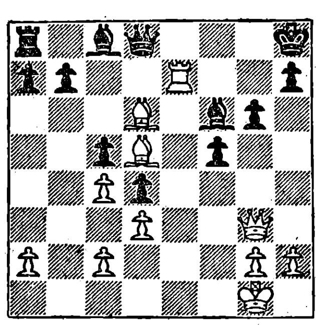
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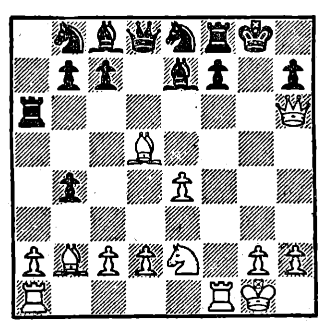
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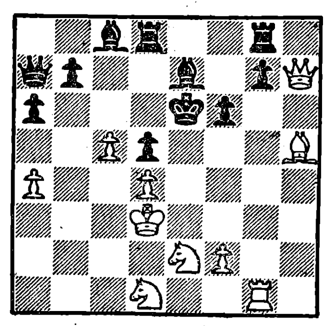
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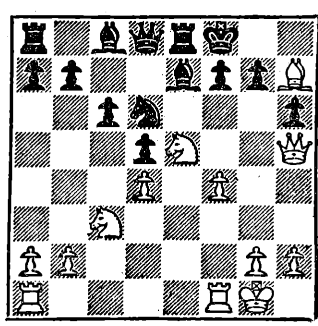
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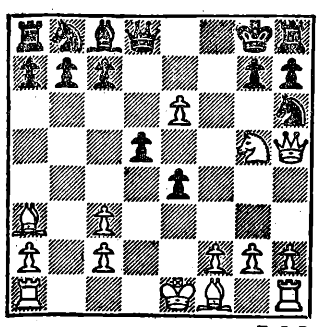


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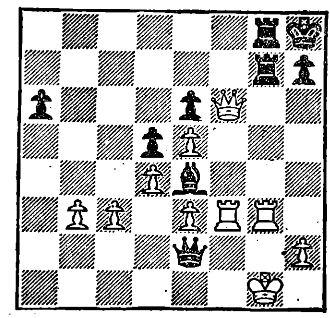


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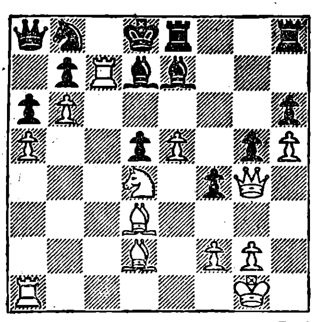
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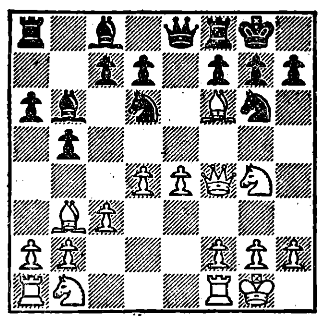
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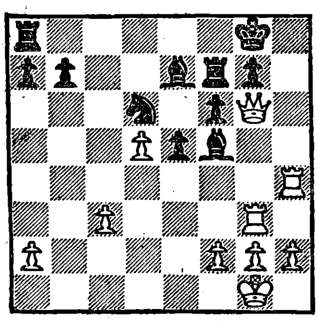
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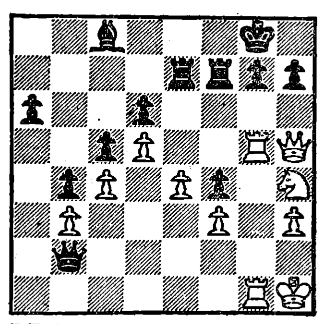
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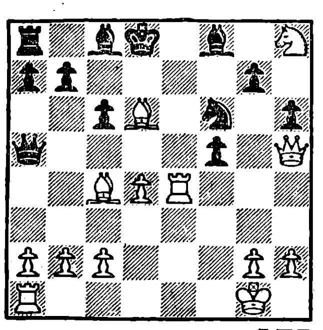


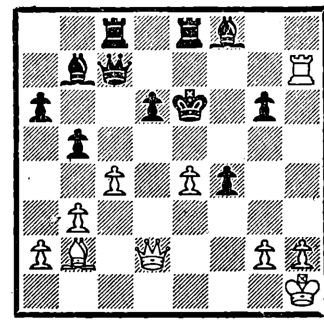
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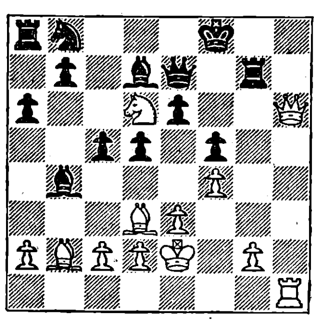


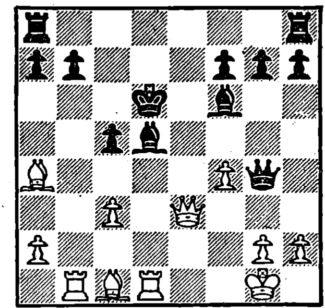
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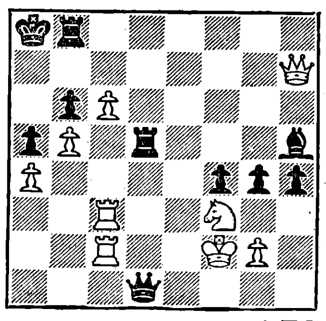
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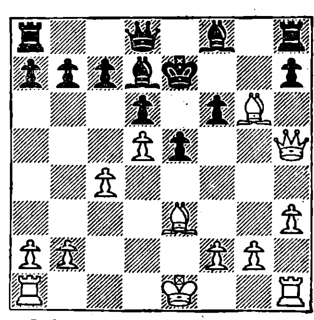

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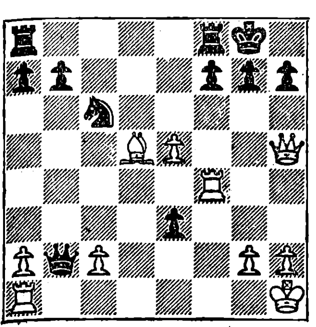

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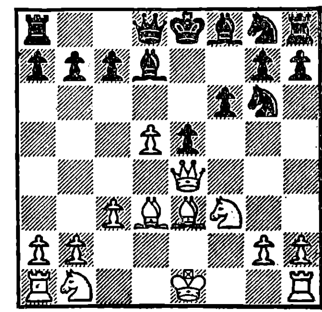

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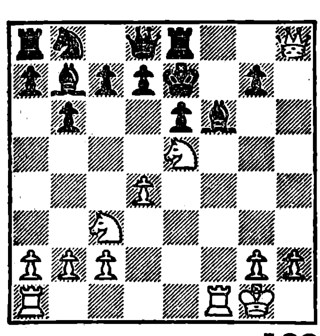
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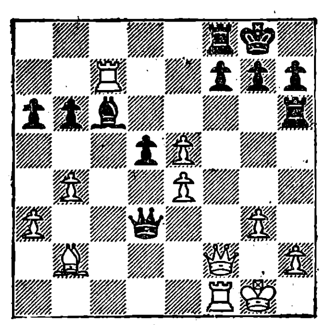
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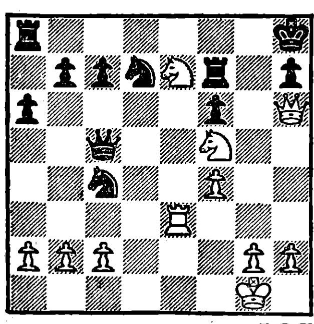
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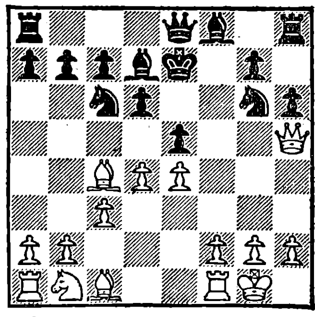
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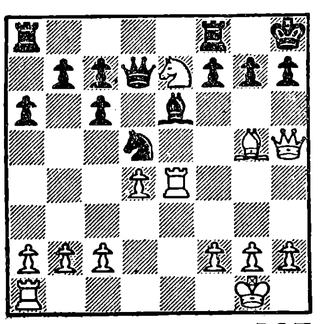


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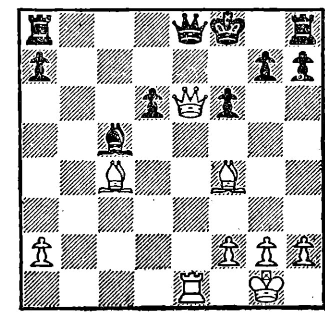


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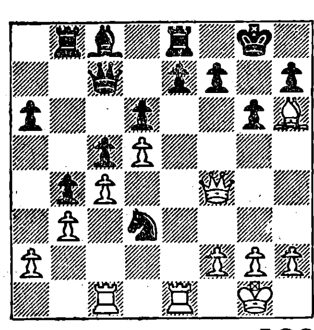
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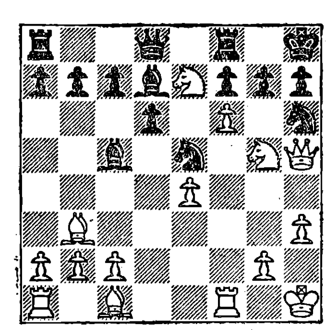
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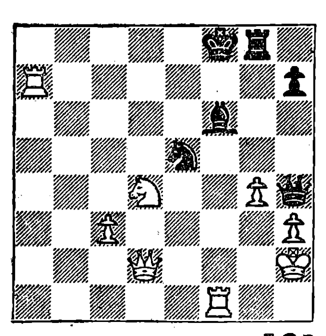
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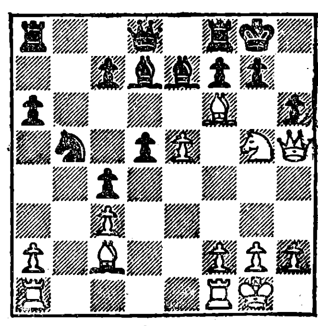
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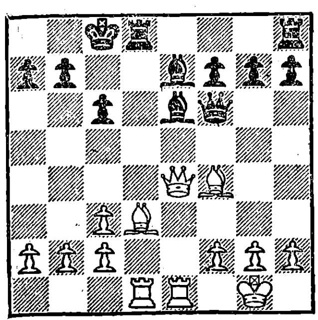


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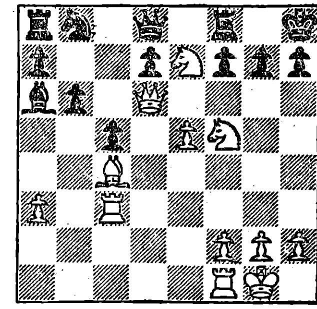


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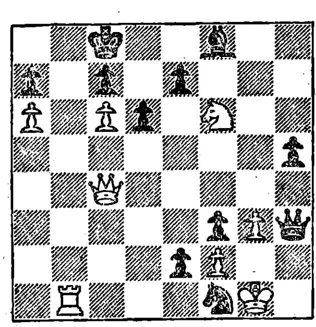
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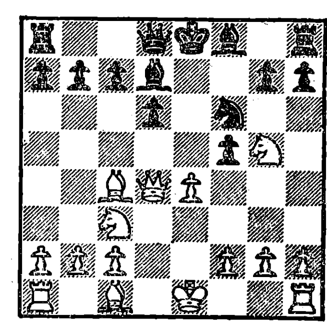
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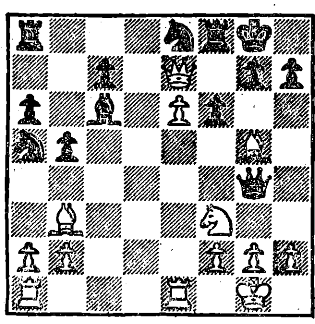
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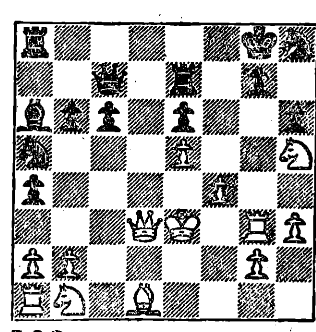
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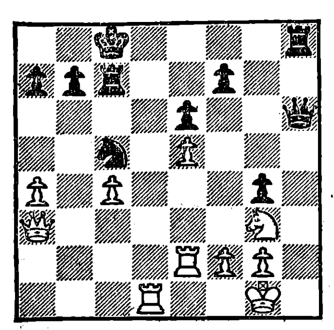


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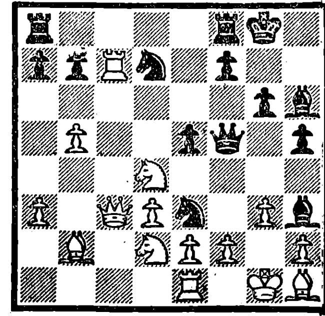


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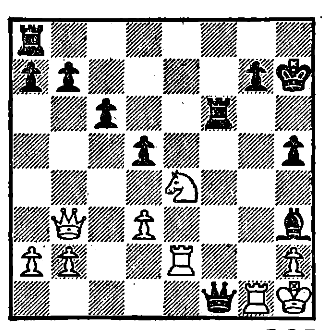
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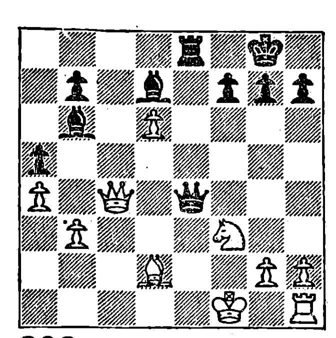
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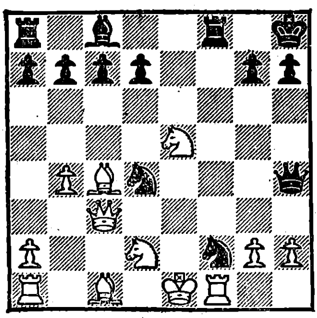
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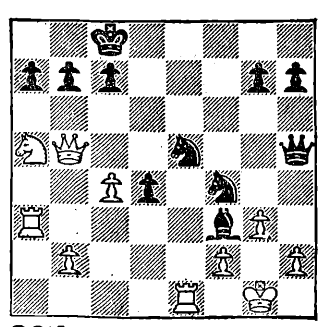
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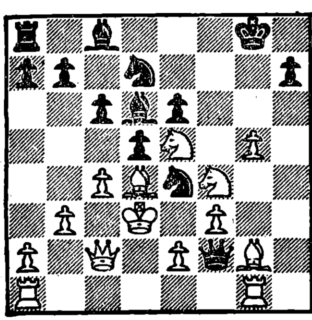


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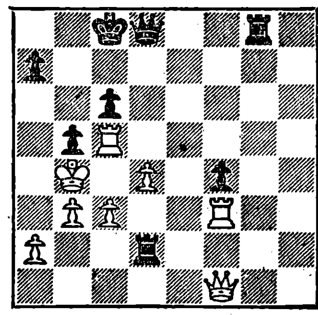


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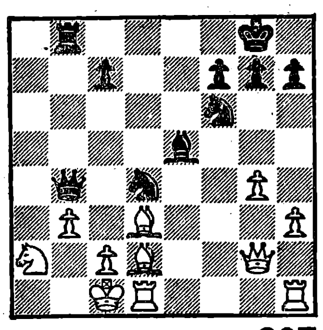
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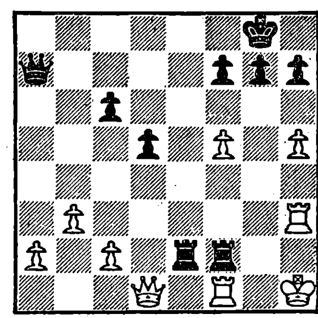
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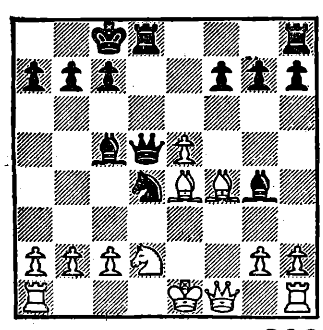
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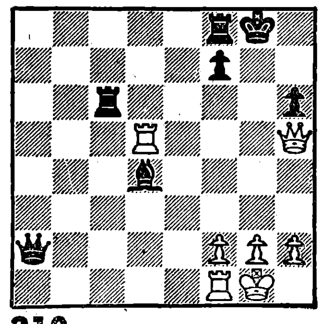
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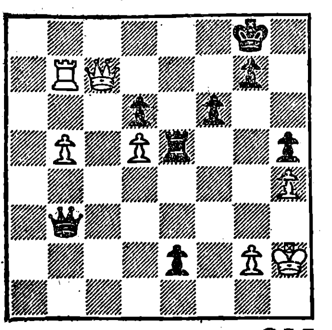


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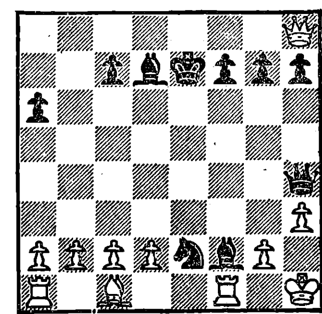


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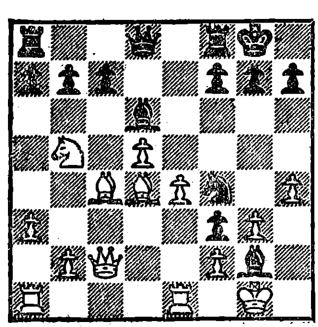
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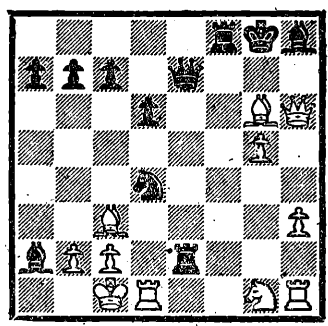
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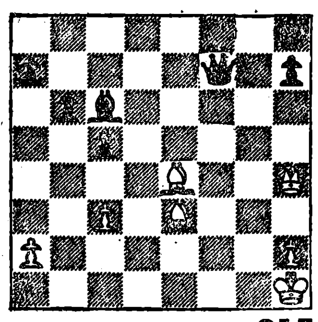
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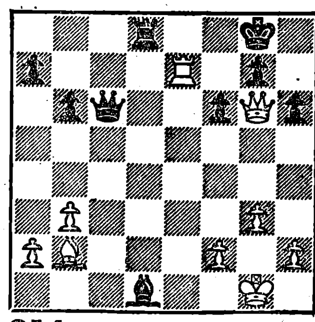
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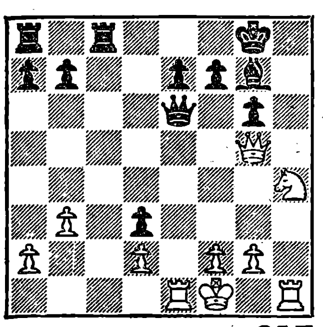


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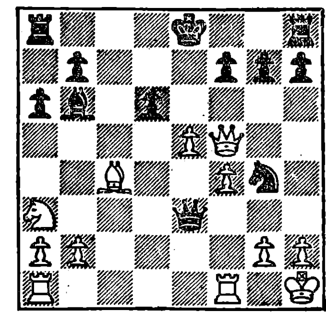


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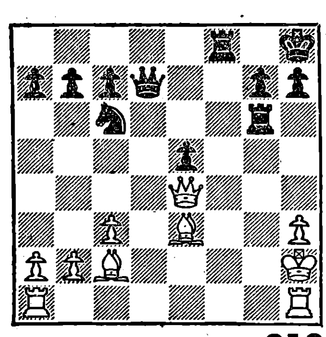
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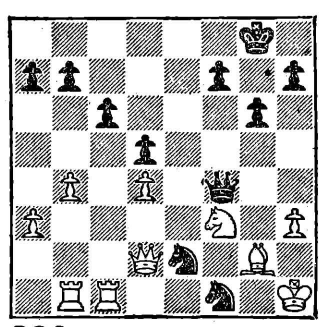
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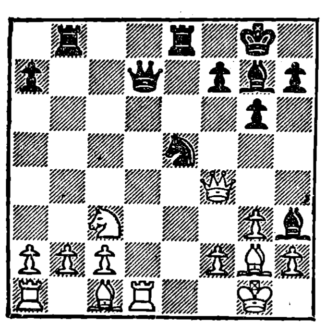
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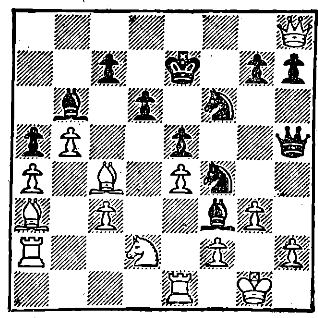
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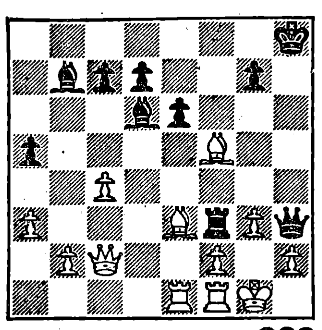


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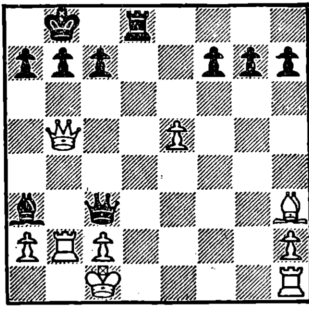


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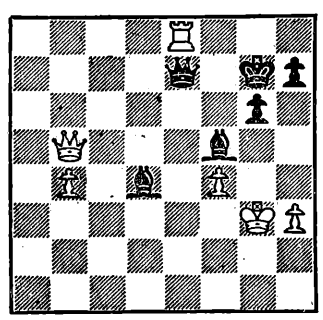


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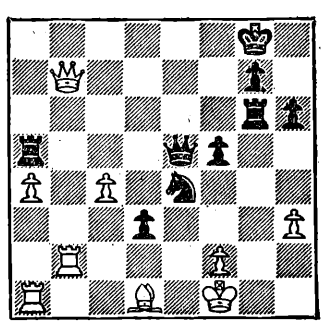




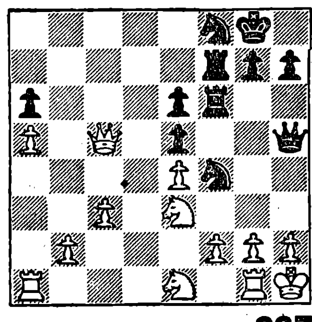
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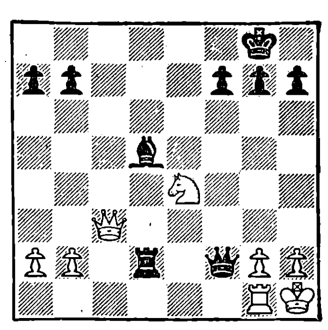
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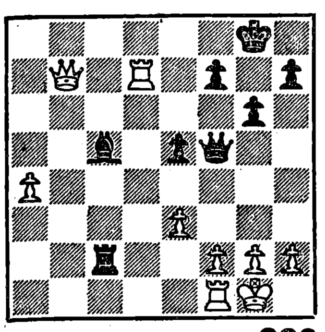


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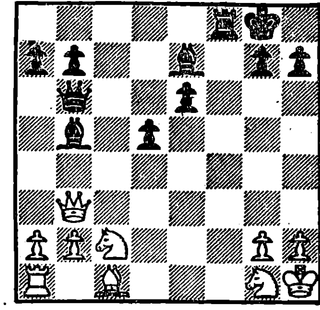


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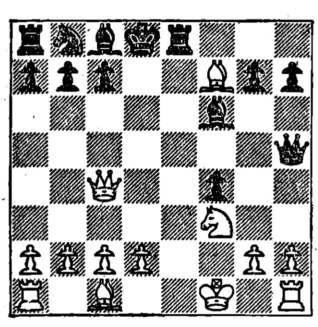
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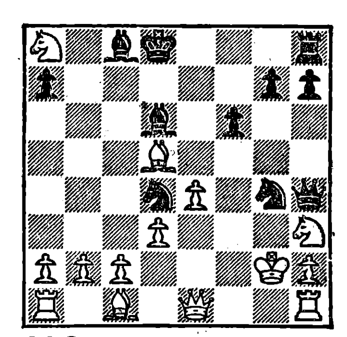
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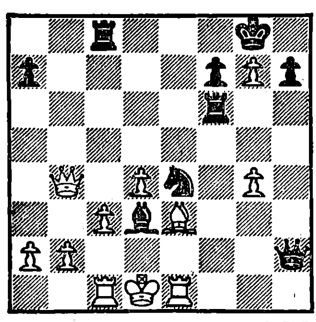
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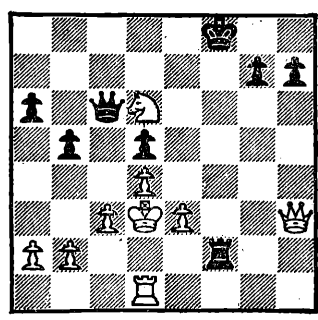
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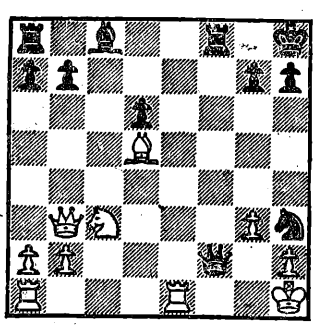


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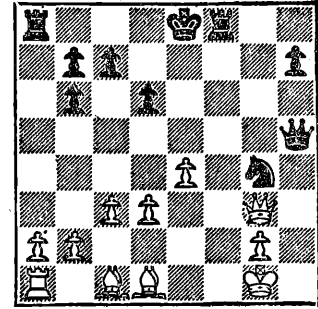


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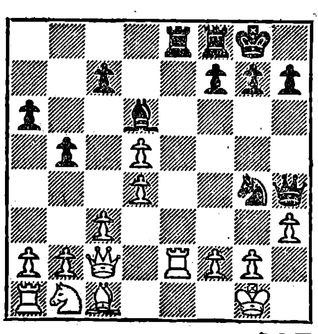
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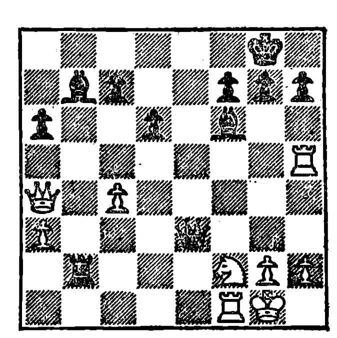
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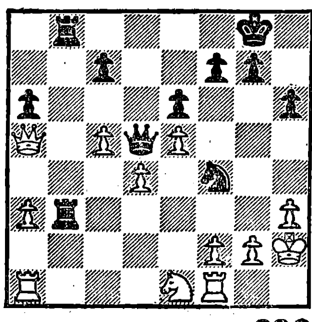
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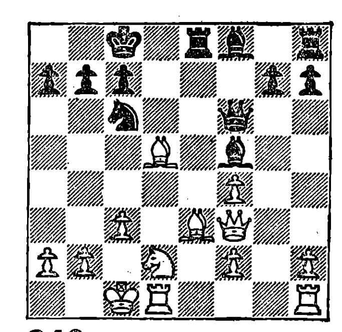
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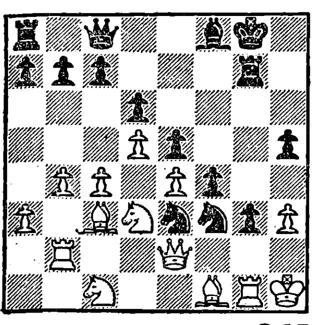


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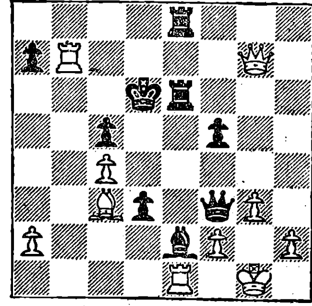


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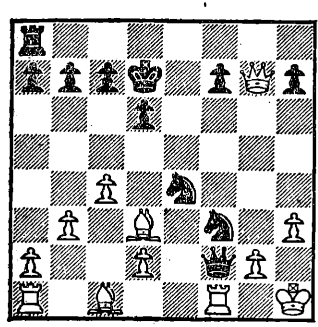
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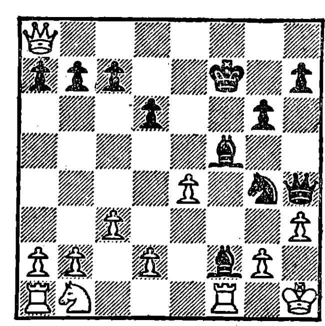
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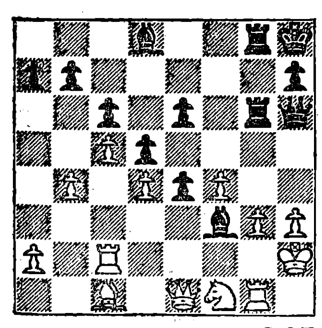
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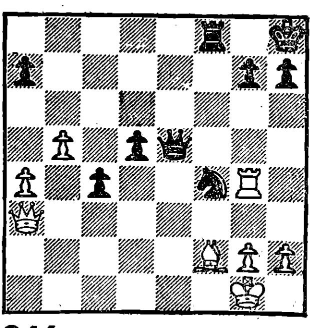
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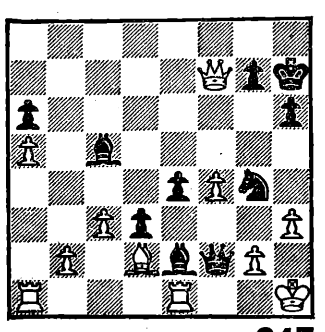


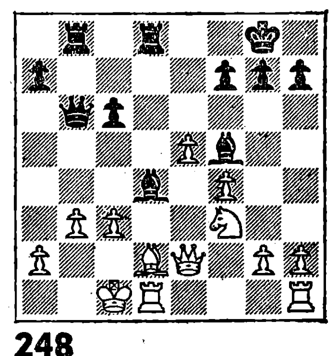
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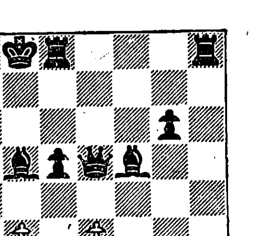
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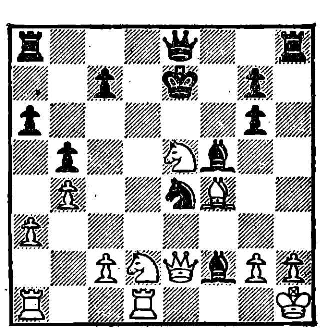
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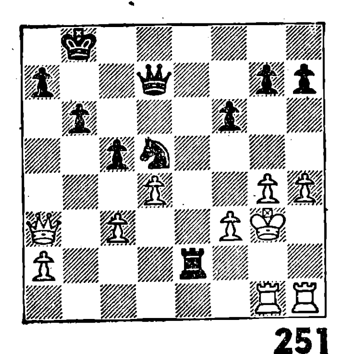
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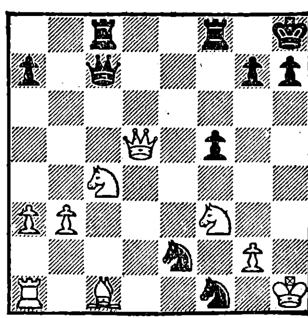




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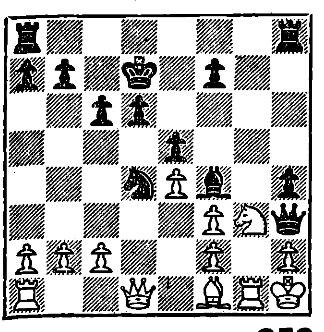


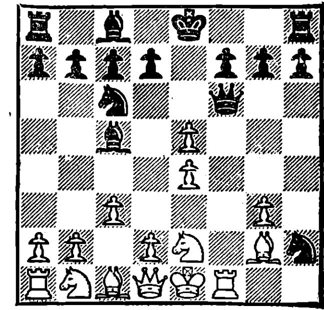


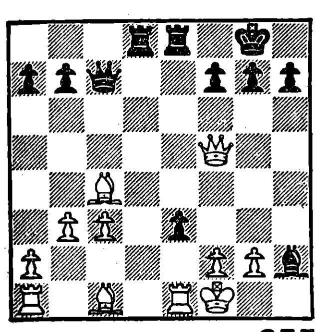


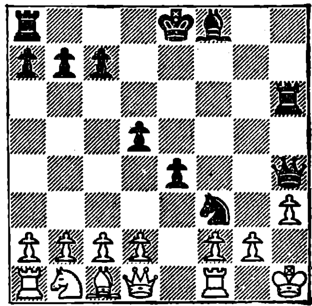
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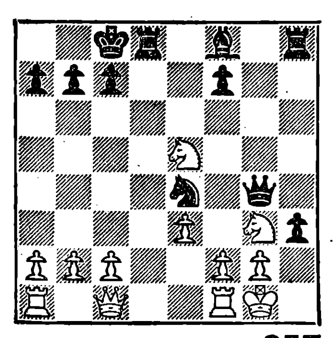
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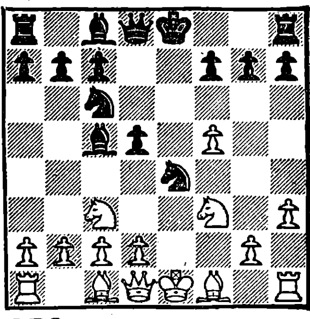

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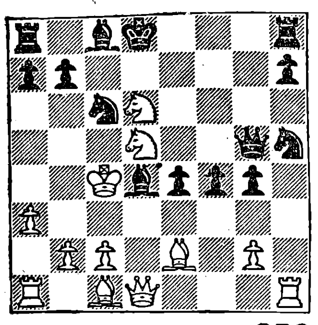

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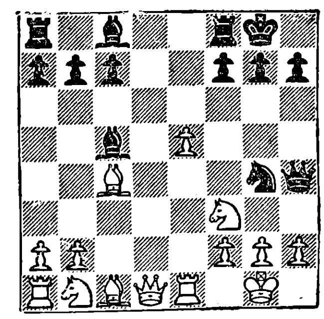

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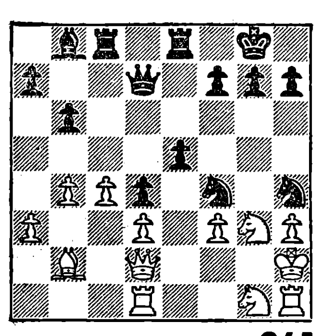
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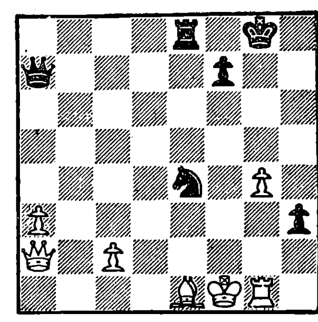
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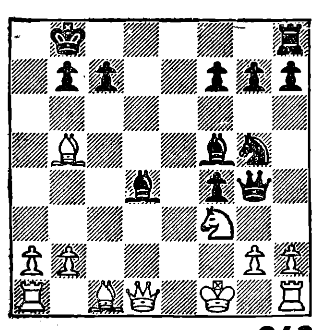
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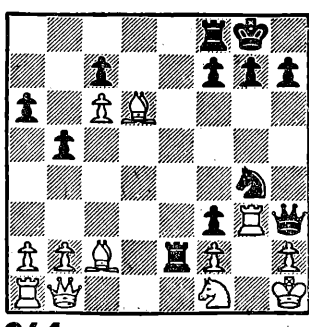
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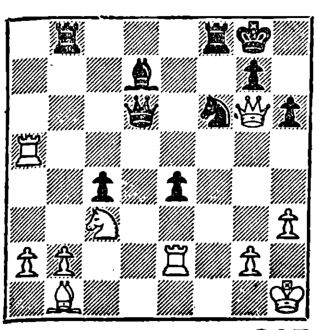


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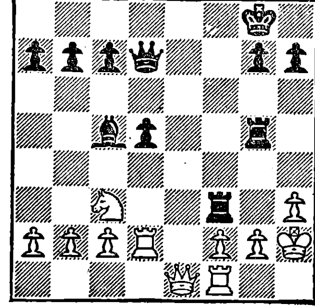


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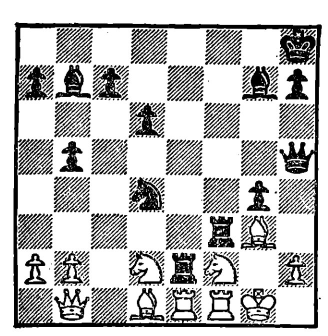
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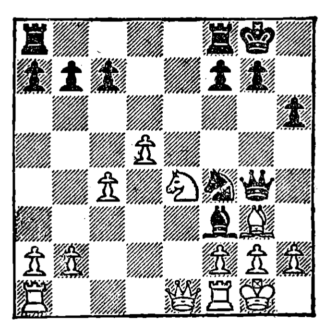
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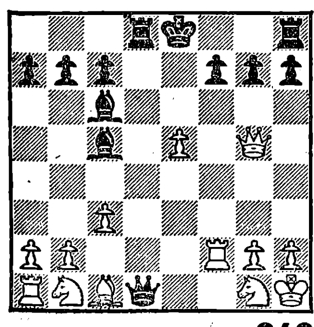
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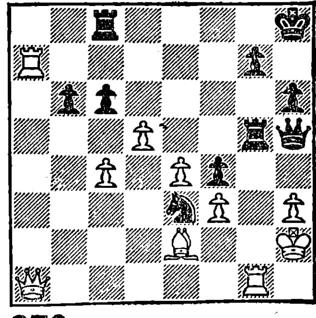
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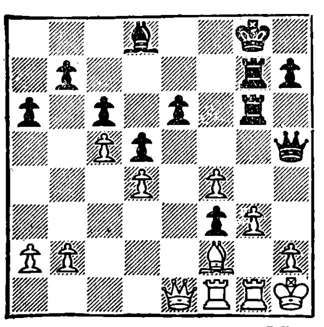


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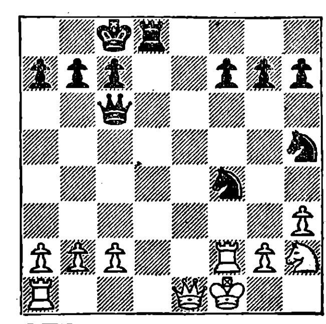


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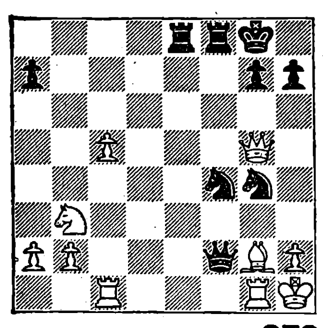
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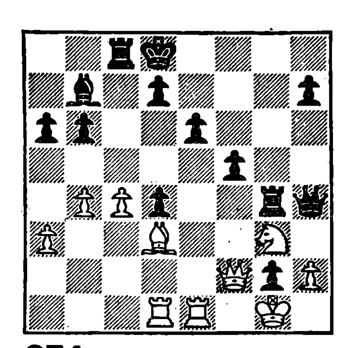
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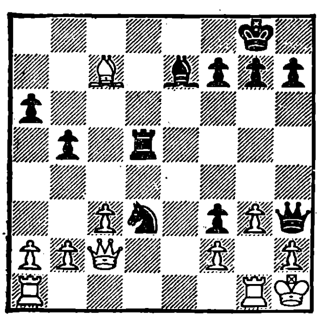
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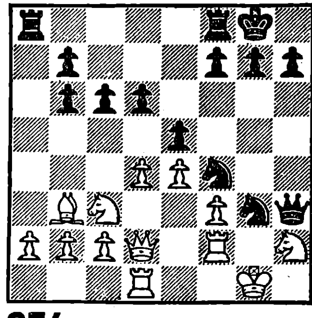
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2. JAQUE MATE SIN DAMA

La mayoría de los jugadores temen el cambio de damas y no sin motivo, pues la Dama es el corazón y el alma del ataque. ¿Y cómo podemos atacar sin Dama?

Considerada la cuestión, la realidad es que es posible atacar sin la Dama; aunque un juego de ataque sin tener Dama requiere una cierta habilidad y «sentir» que existe una eficaz colaboración de las piezas; esto sólo puede adquirirse con la experiencia.

Atacar sin la Dama precisa estar muy alerta para aprovechar todas las oportunidades.

Puede contarse con la suficiente potencia de las piezas «más débiles»; sólo es necesario saber emplearlas de un modo conveniente a fin de que el ataque tenga éxito.

¿Cuántos jugadores, por ejemplo, pasarían por alto la posición presentada en el diagrama 282 sin darse cuenta de la gran ocasión que se les presenta a las blancas? ¿Quién imagina que el sutil sacrificio de una Torre capacita a las blancas para forzar inmediatamente el mate? La situación precaria en que se encuentra el Rey negro y la superioridad de movilidad de las blancas, justifican su triunfo.

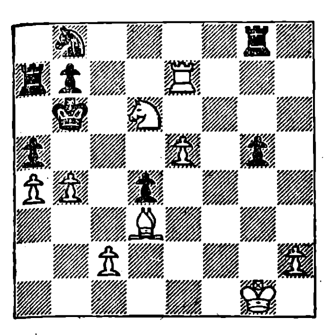
¡Superior movilidad! ¡Esta superioridad debe aprovecharse cuando se presenta la ocasión! Véase el diagrama 281, ¿cuántos jugadores se darían cuenta, con una simple ojeada, que las blancas pueden forzar el mate solamente en tres jugadas? Contando con que las blancas tienen una superior movilidad y que el Rey de las negras se encuentra en una situación de forzada impotencia, se comprende, basándose en estas observa-

ciones, que las blancas pueden lograr el triunfo, aun contando con la ausencia de la Dama.

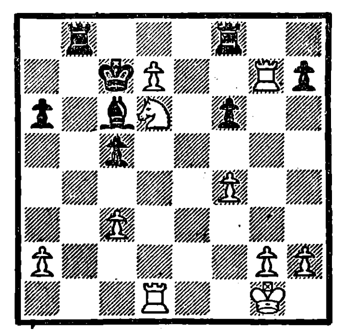
De este modo, estudiando muchas y variadas posiciones, podrá trabajar la imaginación de un jugador, formando planes de una gran eficacia a base de ejemplos y valiéndose de las piezas más simples, es decir, sin el concurso de la Dama.

Esta es quizá la más valiosa enseñanza que el lector puede aprender de esta sección, o sea: aprender a operar con una máxima economía de medios.

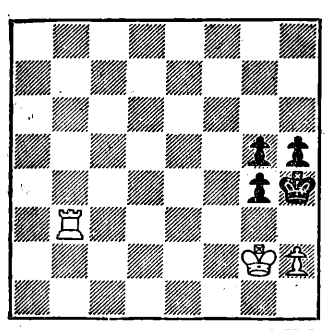
LAS BLANCAS JUEGAN



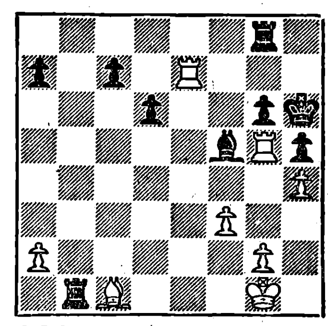
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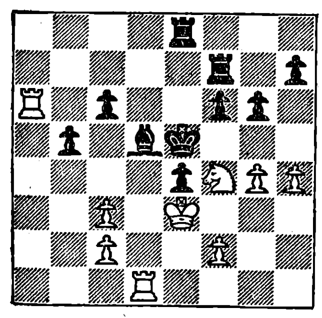
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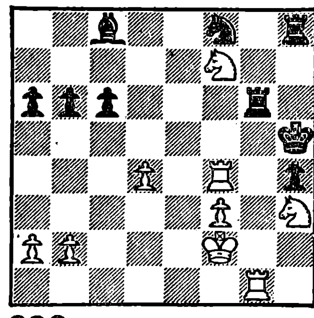
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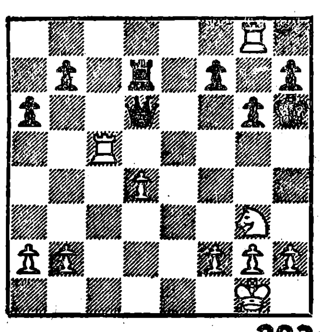


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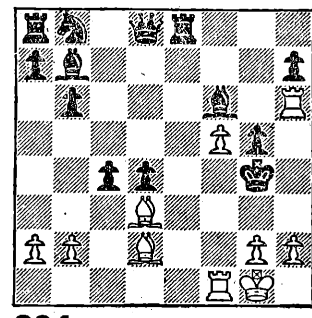


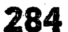
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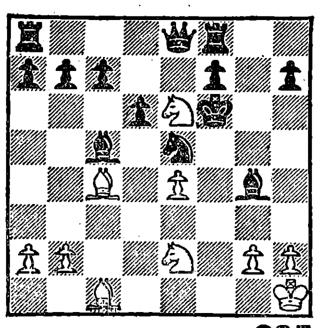


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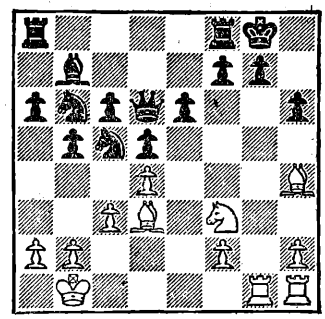




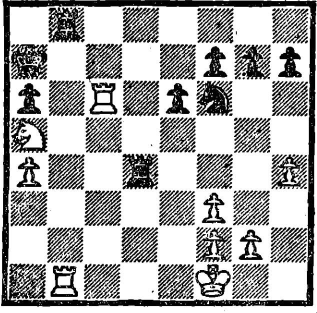
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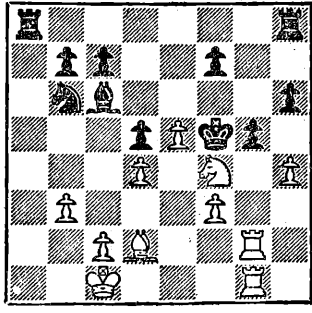
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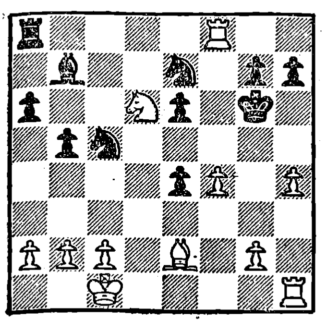


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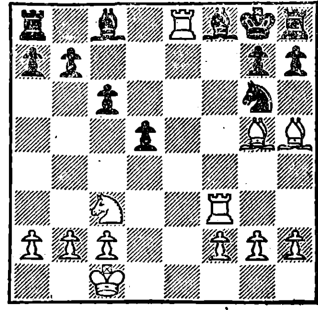


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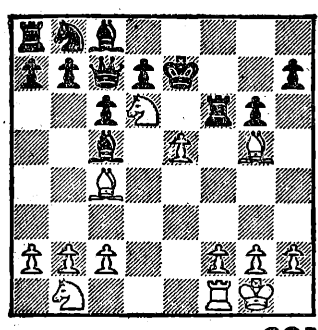
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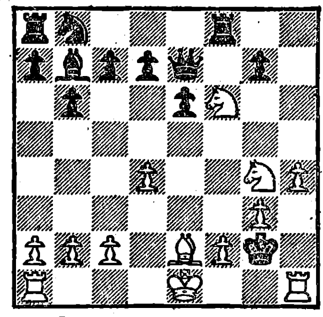
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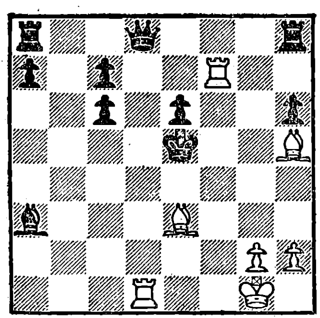
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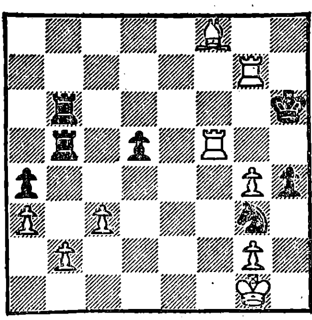
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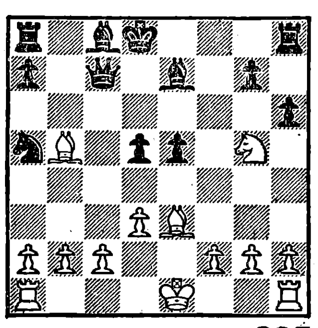


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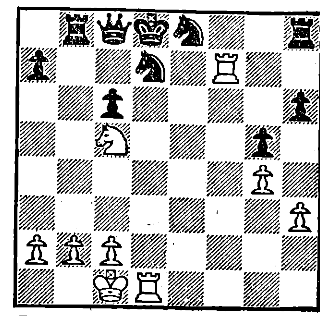


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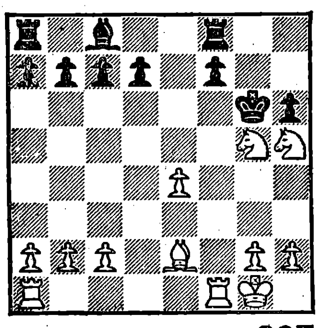
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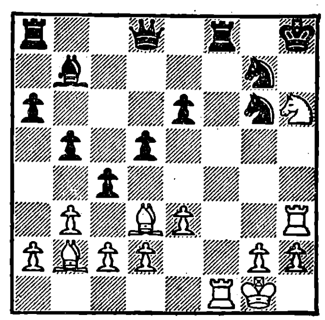
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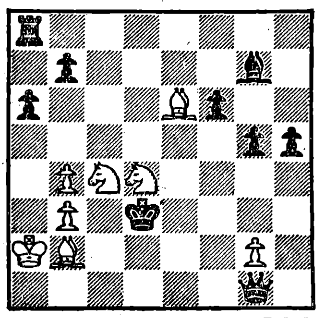
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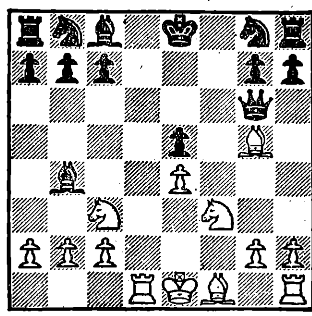
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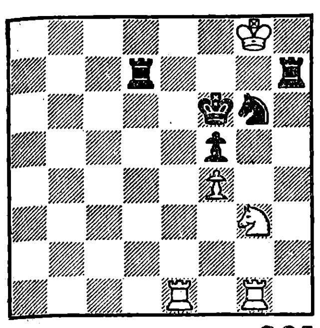


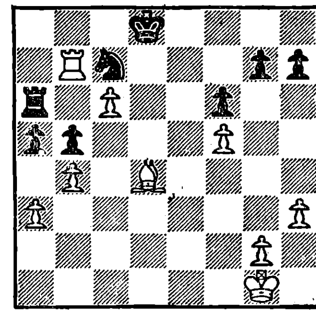
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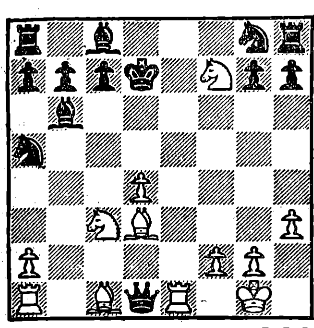


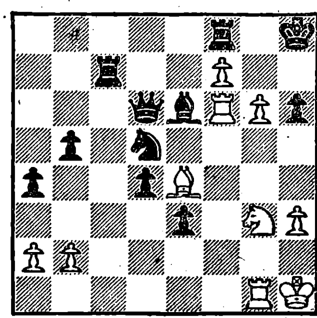
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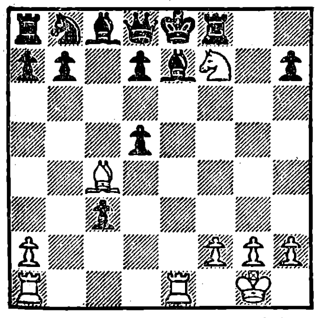
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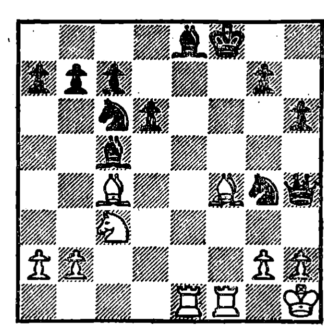

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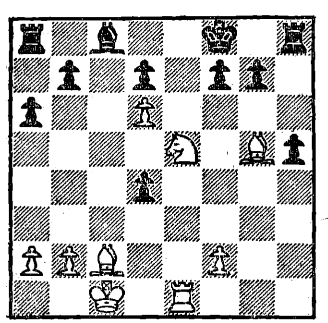

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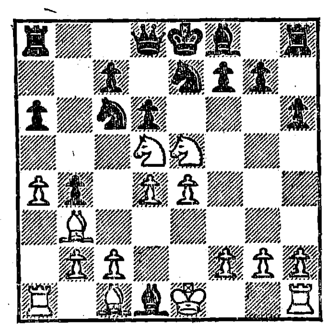

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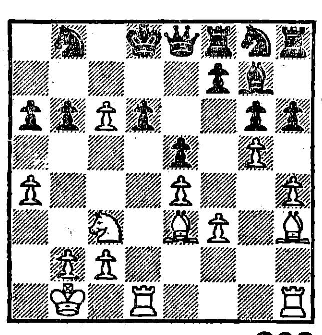
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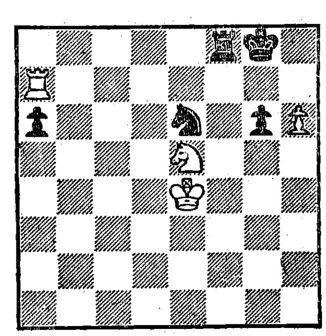
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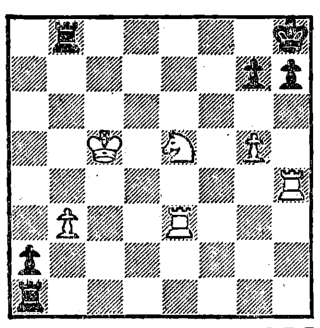
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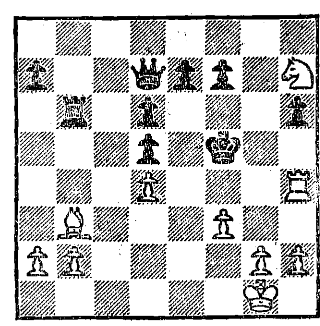
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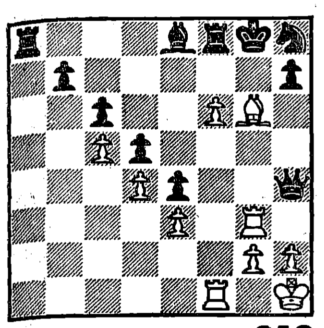


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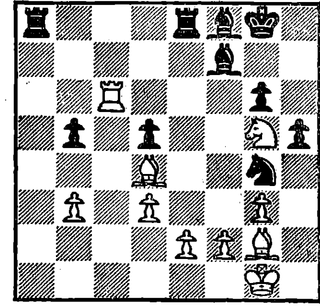


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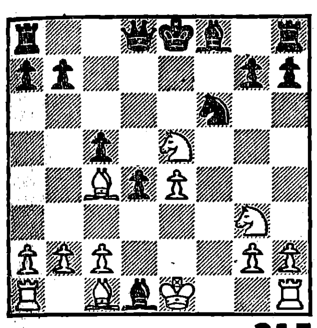
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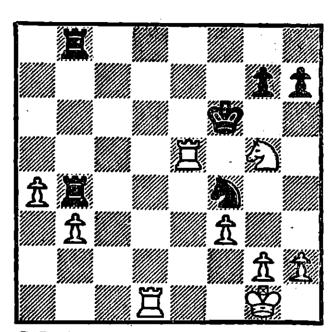
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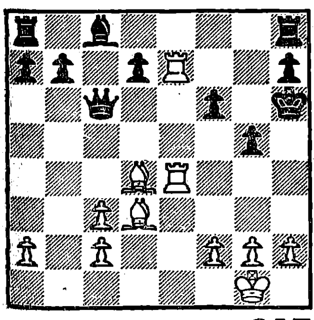
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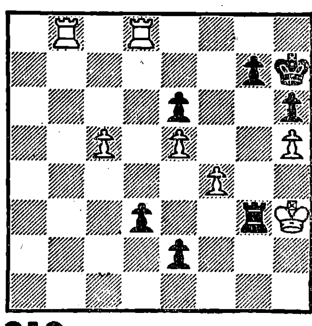
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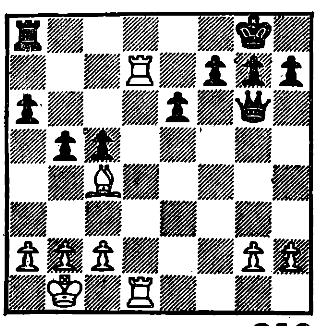


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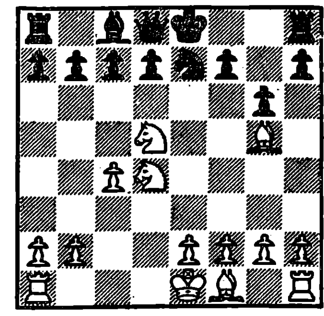


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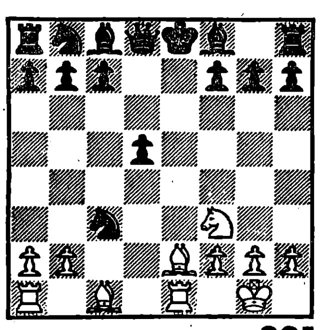
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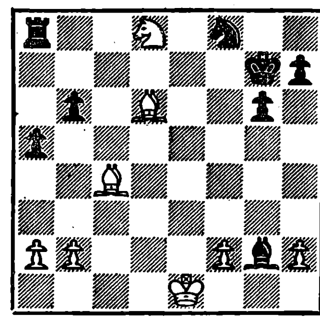
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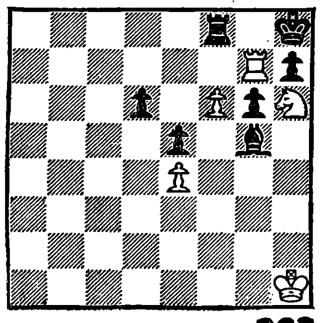
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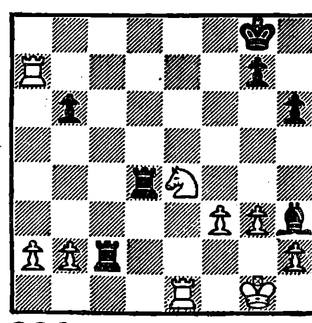
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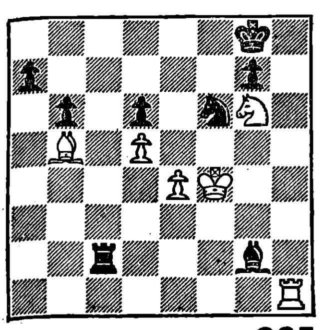


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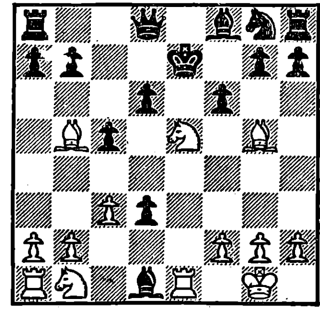


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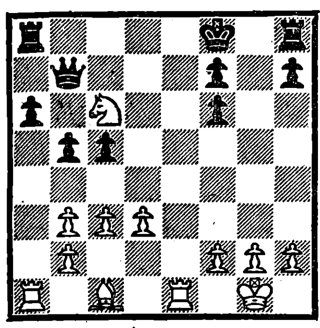
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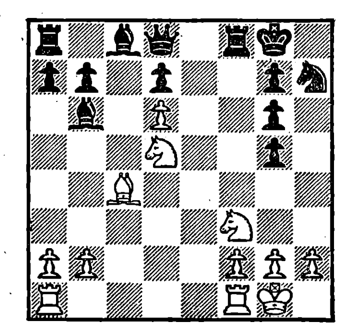
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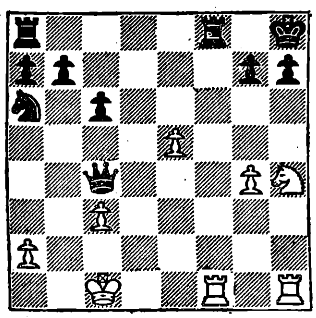
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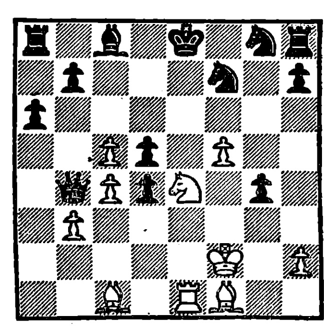
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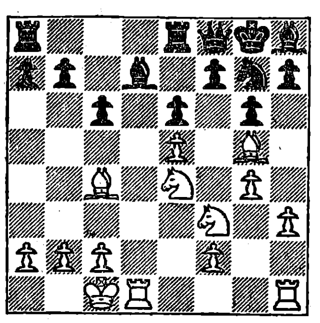


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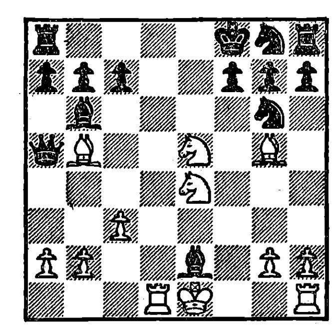


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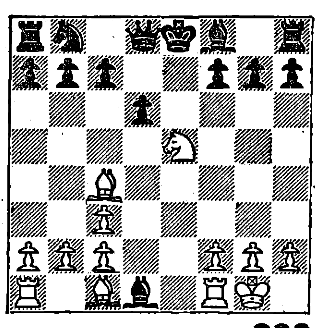
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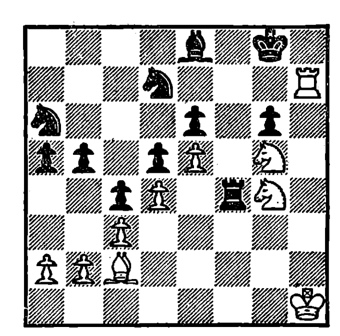
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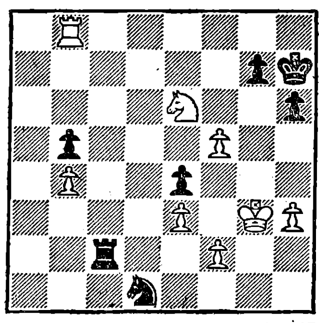
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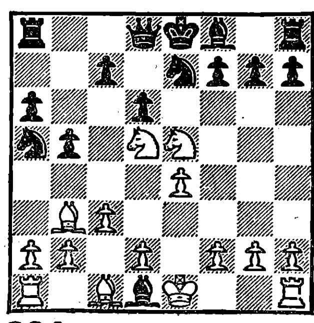
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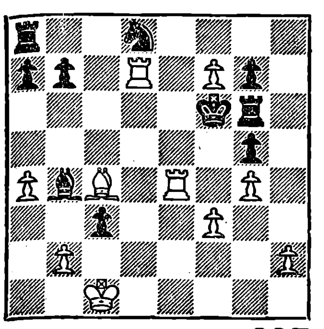


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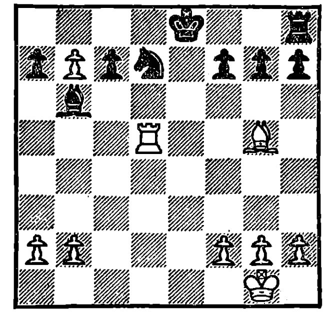


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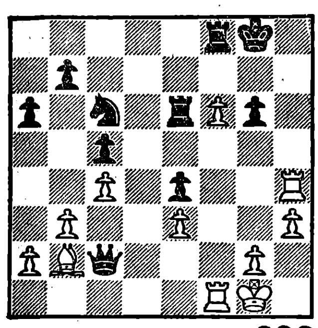
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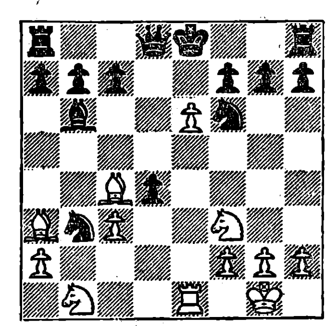
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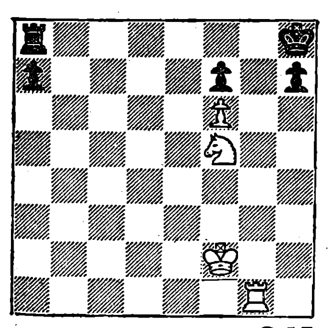
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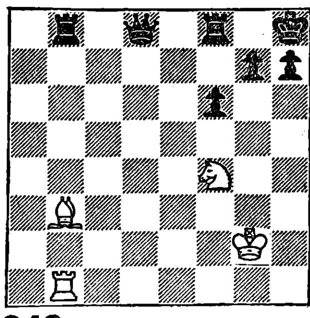
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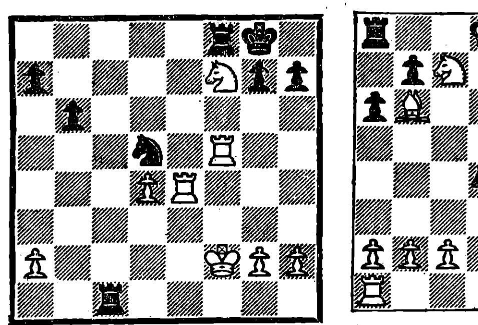


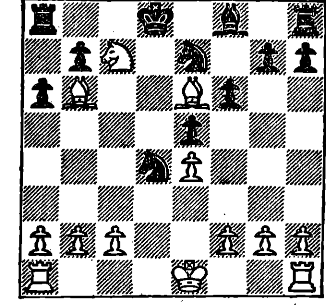
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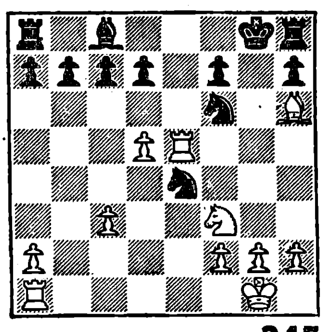
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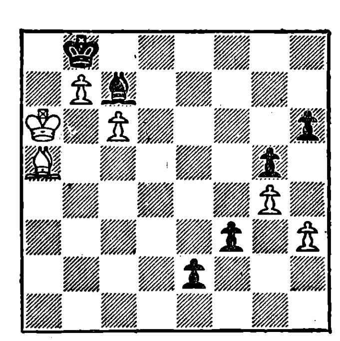




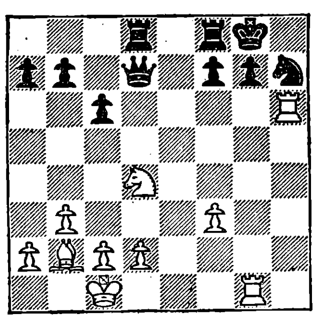


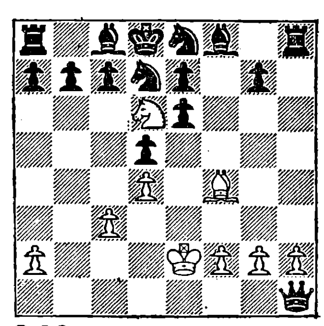
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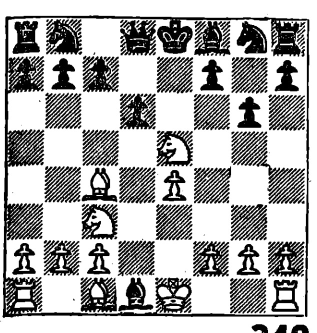
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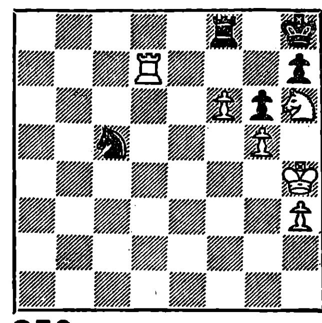


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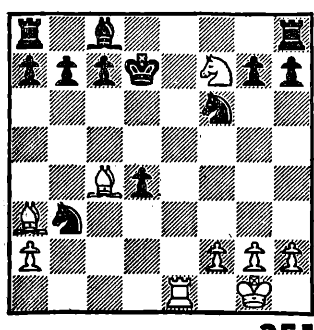


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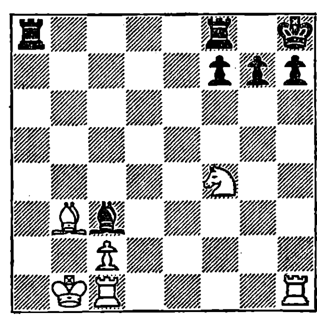




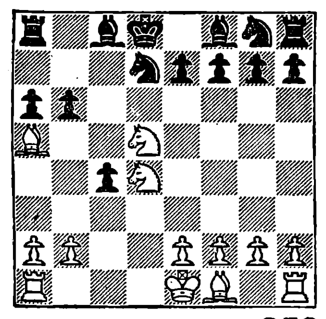
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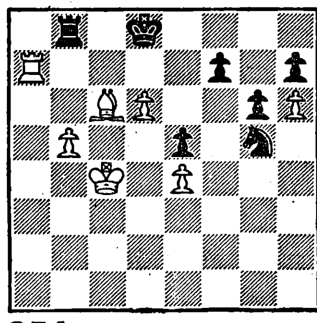
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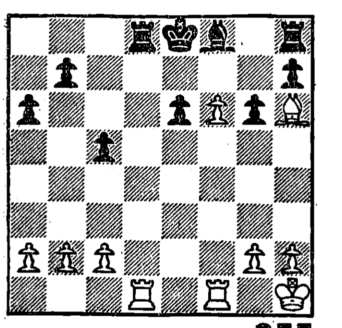


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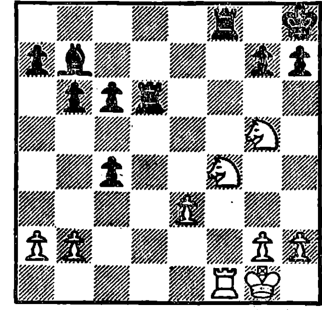


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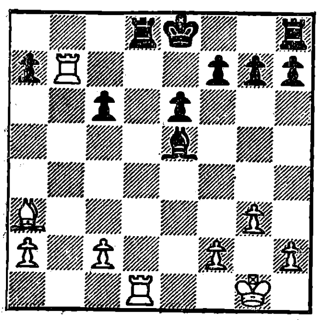
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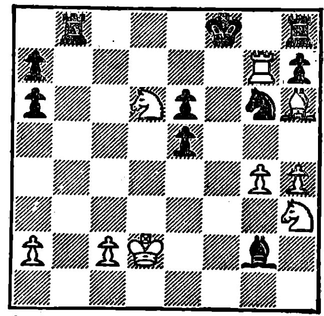
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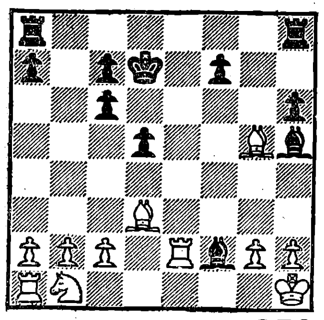
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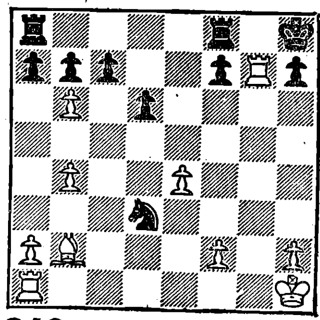
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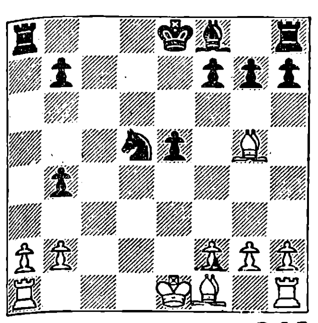


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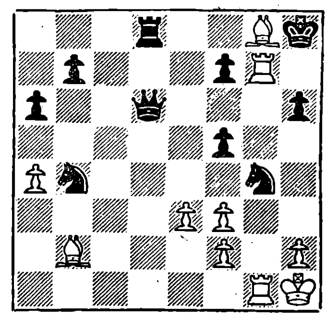


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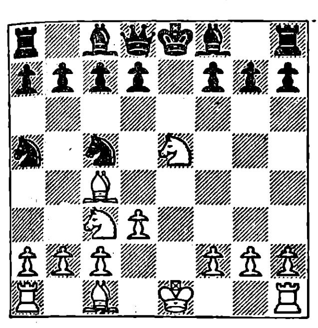
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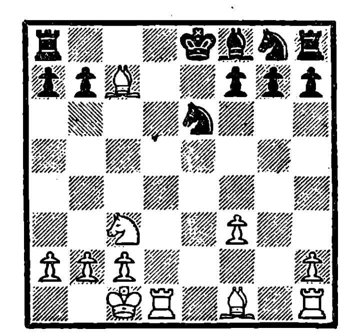
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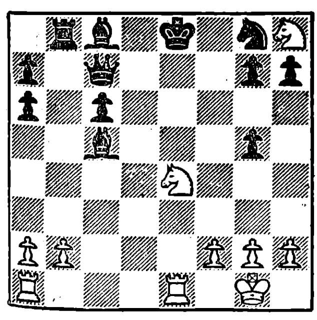
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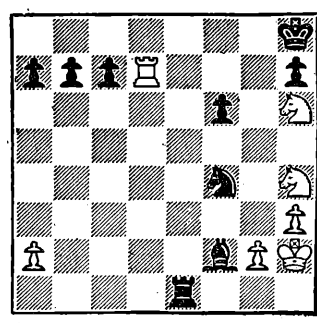
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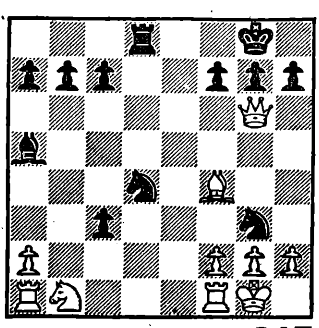


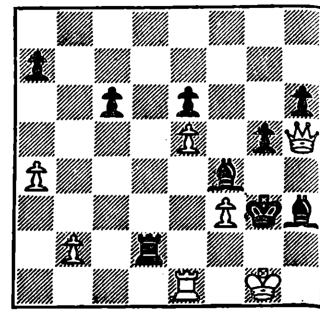
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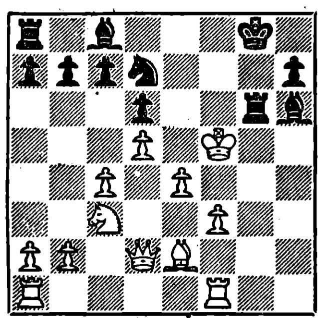


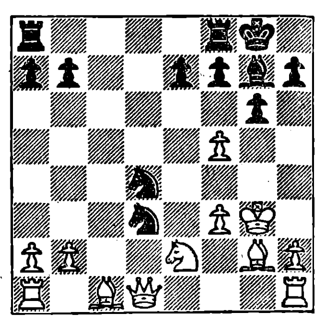
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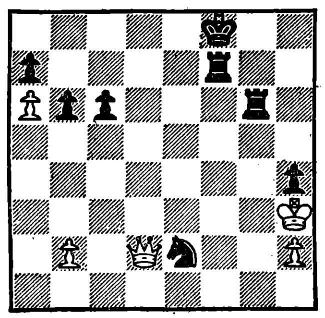
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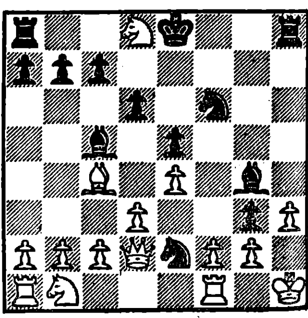

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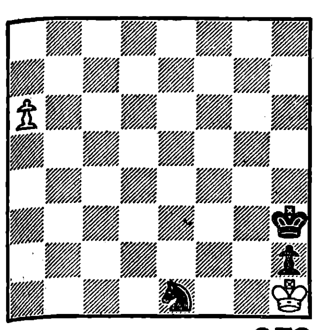

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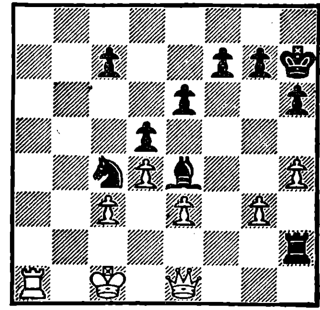

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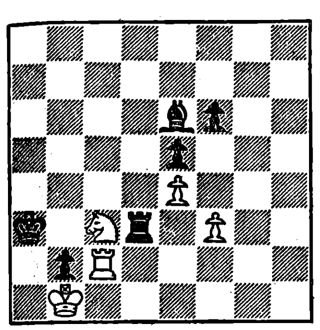

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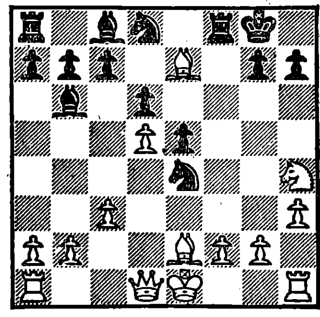

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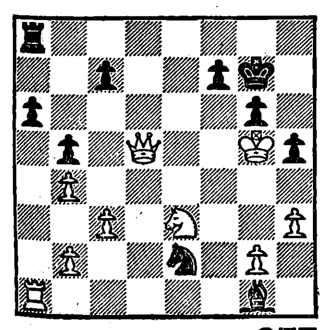
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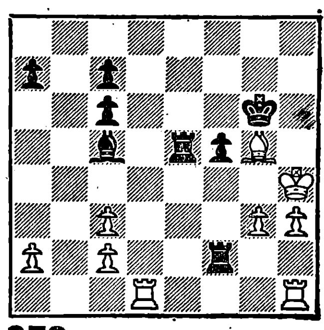

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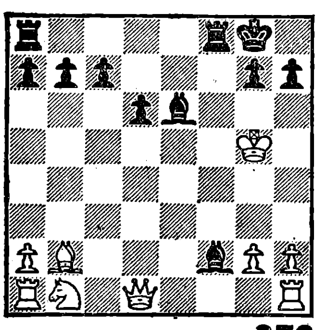

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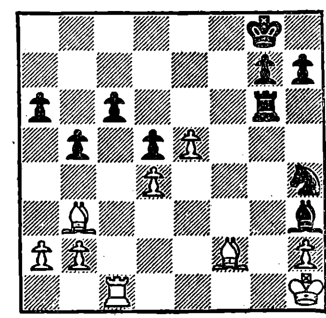

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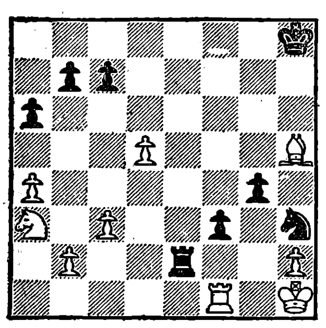

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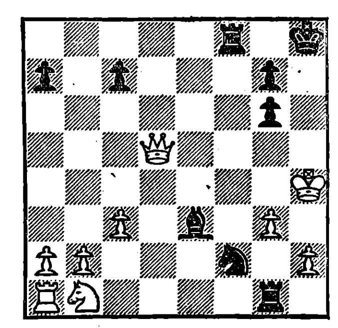

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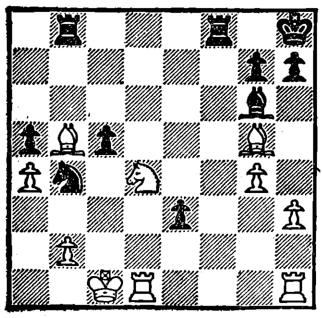
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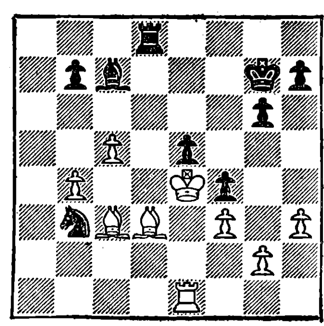

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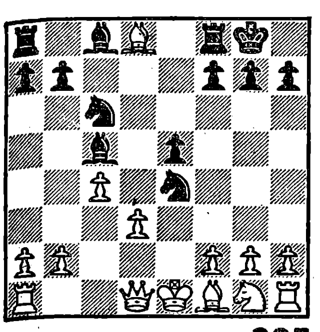

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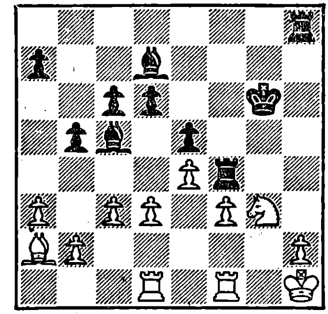

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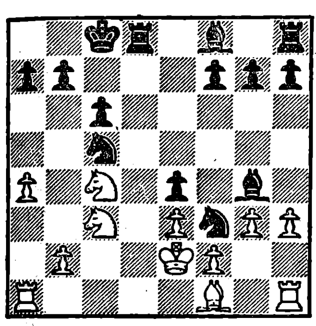
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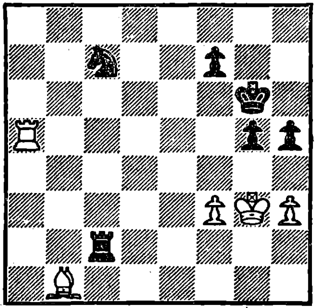
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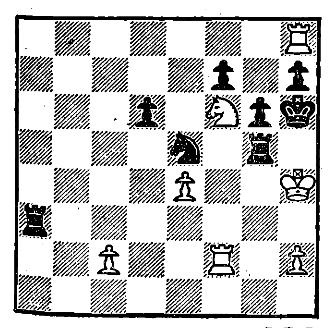
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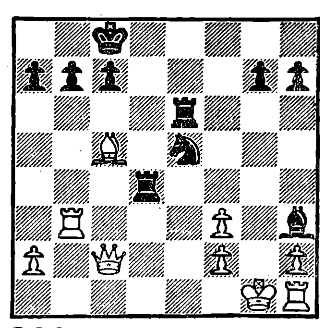
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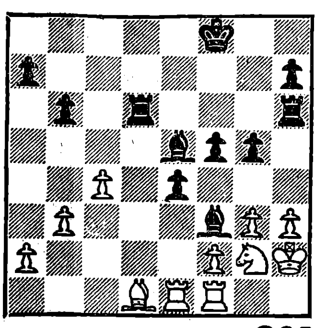


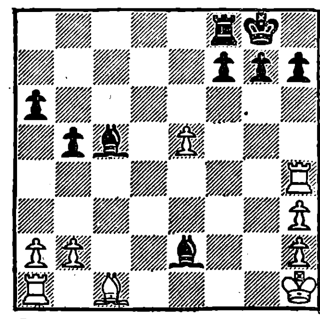
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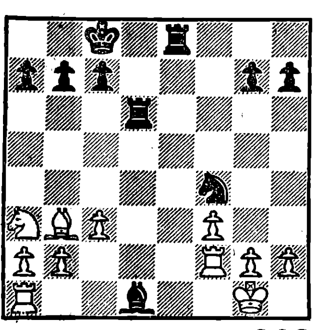


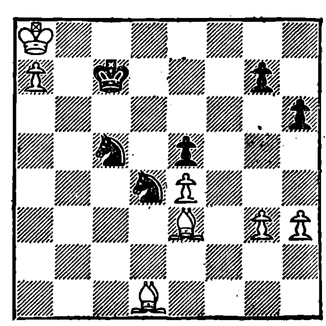
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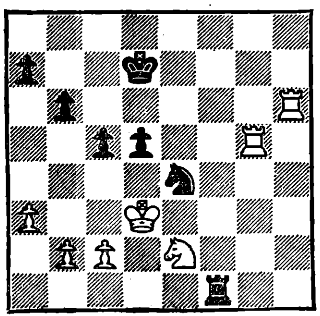
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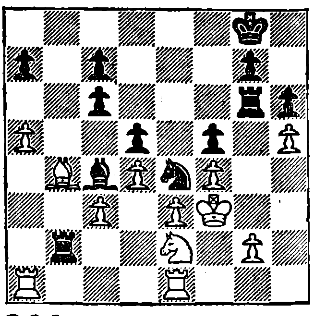

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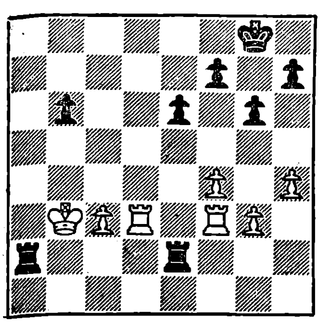

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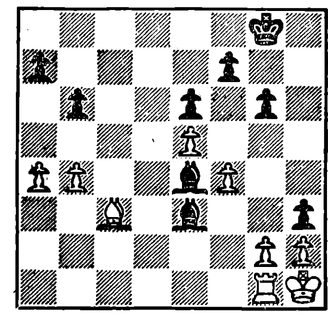

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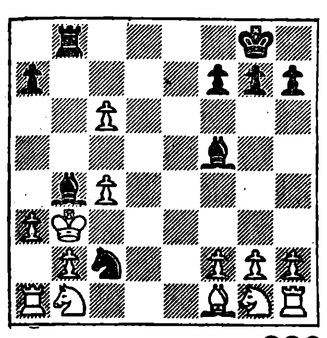
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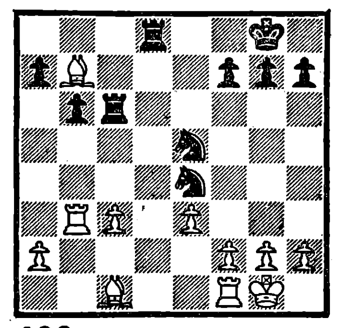
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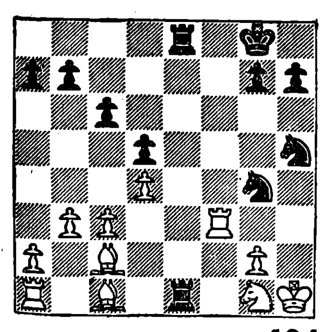
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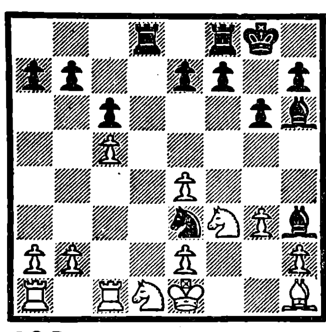
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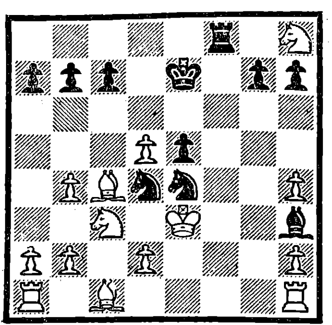


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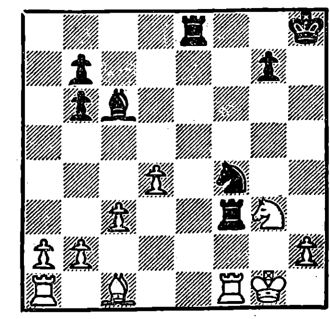


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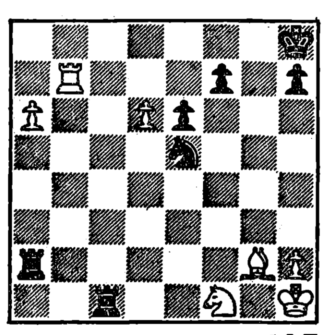
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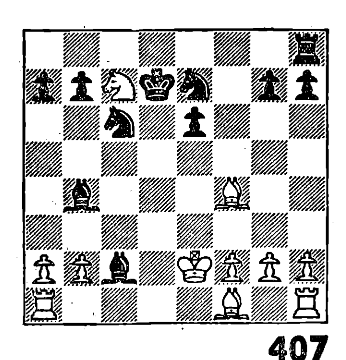


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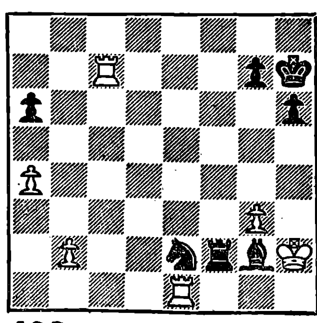


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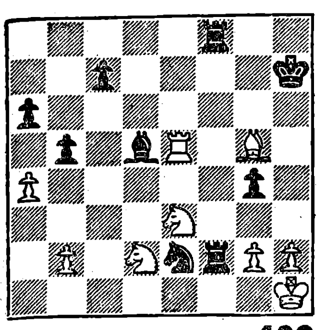


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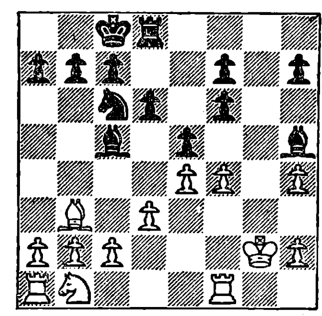


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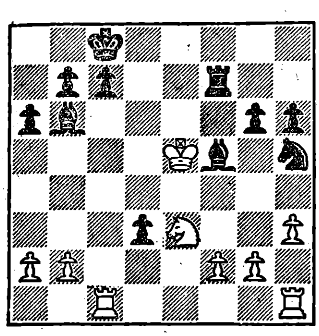
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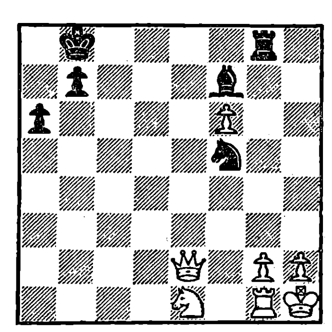
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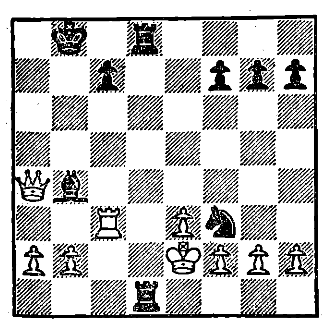
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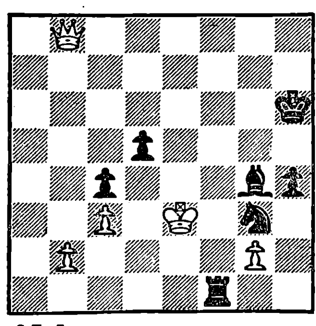
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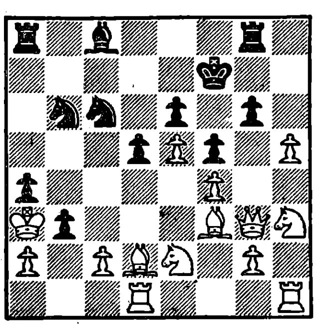


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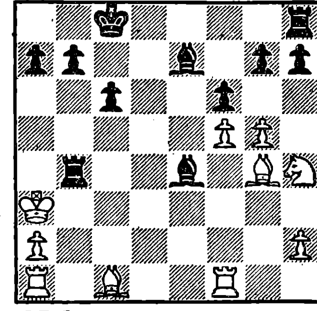


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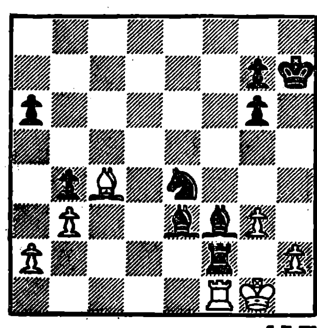
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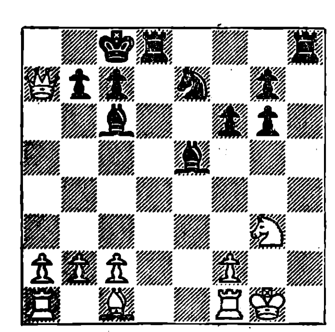
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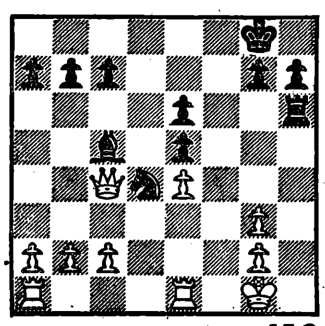
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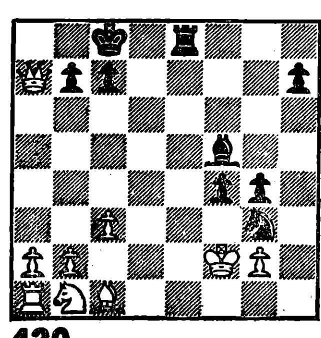
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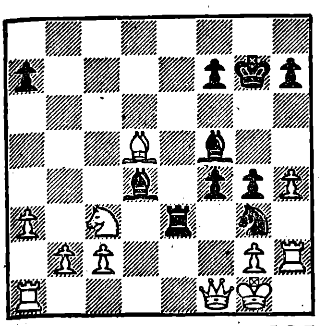


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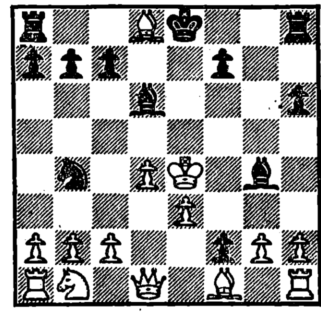


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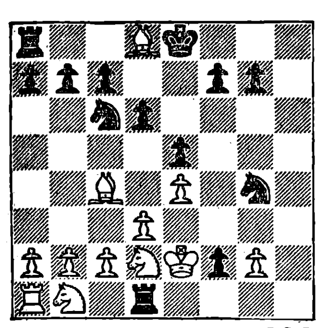
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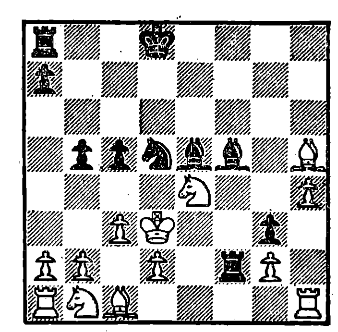
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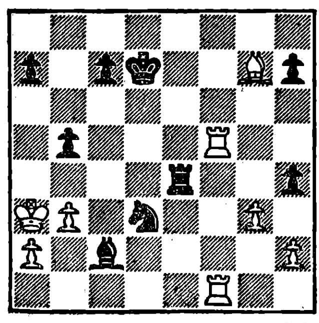
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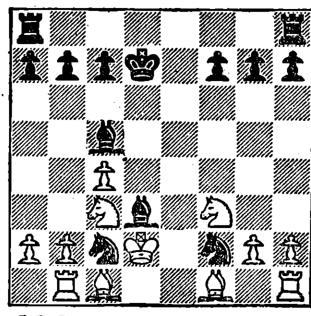
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3. ASALTO AL ENROQUE

Es muy cierto que el Rey está mucho más seguro una vez enrocado, pero es muy importante recordar que el enroque no asegura la intangibilidad del Rey. Esta prevención y advertencia puede ser confirmada en los brillantes ejemplos de esta sección.

Para fijar las ideas, podemos decir que el enroque es un objetivo lógico para un ataque. El enroque se considera un baluarte para la defensa del Rey y, en efecto, en cierto modo, así es, aunque no se trata de una posición invulnerable, y si alguno de los peones de esta formación (en particular cuando se trata del Peón de Torre o de Caballo) se encuentra avanzado o se ha cambiado, la fortaleza defensiva del enroque se halla notablemente debilitada. La infiltración de piezas —de una u otra forma— llega a romper las defensas.

El diagrama 429 nos muestra una posición de este tipo. Las negras han debilitado su enroque mediante el avance de los peones de Caballo y de Torre. Las blancas han llevado tres piezas sobre el ala del Rey enemigo, y el Peón blanco en 6AR presiona peligrosamente. ¿Y qué puede suceder?, se preguntará un jugador no iniciado. Pero el experto comprenderá fácilmente las posibilidades de la posición. Un sorprendente sacrificio de la Dama seguido por otro no menos espectacular de la Torre, demostrará plenamente la debilidad de la posición de las negras.

El ejemplo del diagrama 430 es de otra clase. Las negras han sacrificado una pieza y esperan capturar la Torre blanca. ¿Tienen las blancas, en este caso, la posibilidad de un contraataque? La posición de los peones

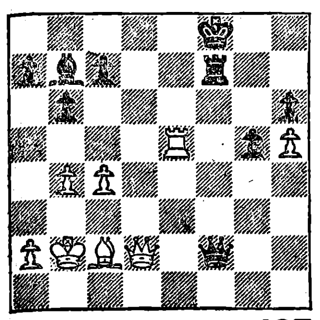
negros del enroque es impecable, ya que no se han movido de su posición original. No obstante, el desastre se vislumbra, ¡las blancas fuerzan el mate en dos jugadas! ¿Y por qué? Porque la Dama negra se halla demasiado alejada de su campo y no puede ofrecer una ayuda de valor a su Rey, que se encuentra enormemente presionado. Las negras, ensimismadas en su propio ataque, no han prestado atención a la viva amenaza que pesaba sobre su Rey, y el resultado ha sido el triunfo de las blancas.

Más vulnerable es el enroque cuando ha sido debilitado por el movimiento de un Peón y por la ausencia de la Dama defensora. Esta es la situación del diagrama 576 donde las negras ganan, mediante el hábil sacrificio de la Dama.

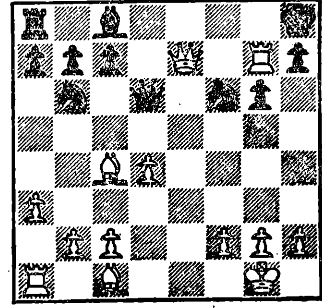
Las principales consideraciones que indican la posibilidad de éxito en el asalto a un enroque son: el debilitamiento producido por avance de peones, y la ausencia de la Dama en la defensa o de otras piezas que puedan contribuir a ella.

Estas consideraciones podrán servir de guía al lector para obtener resonantes victorias.

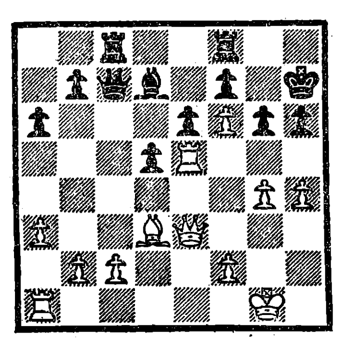
LAS BLANCAS JUEGAN



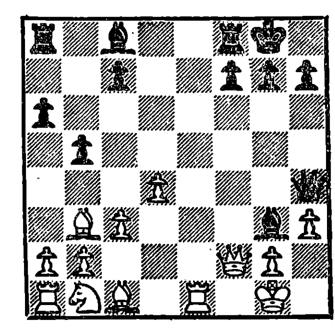
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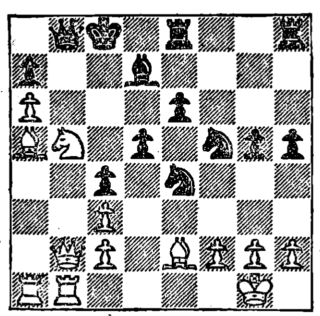
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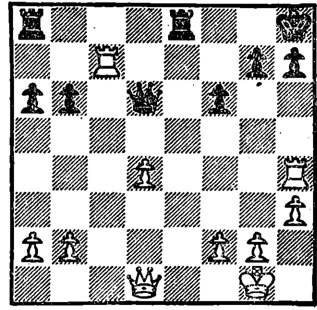
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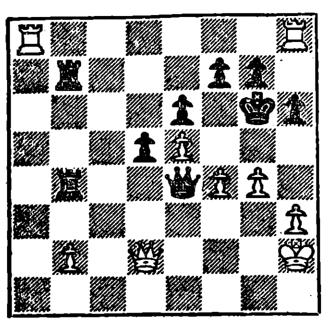


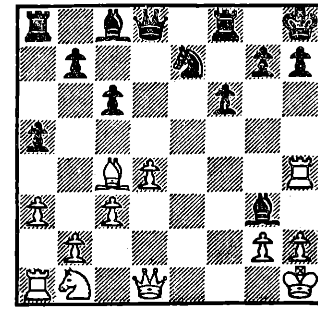
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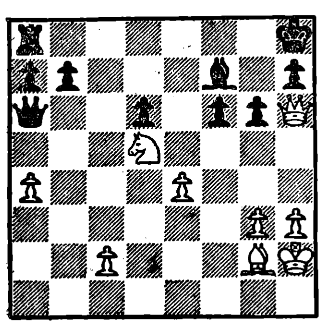


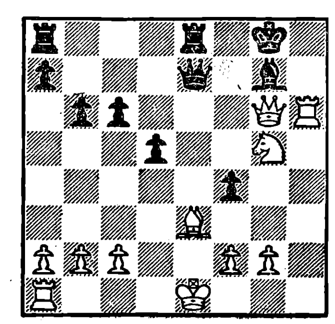
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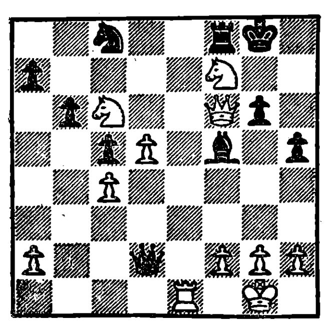
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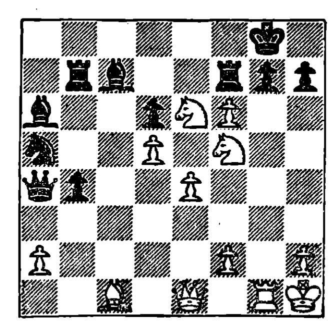

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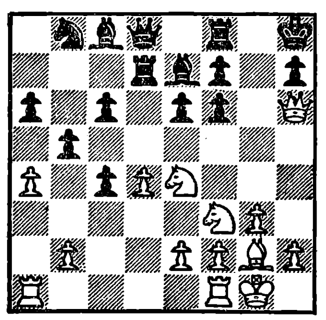

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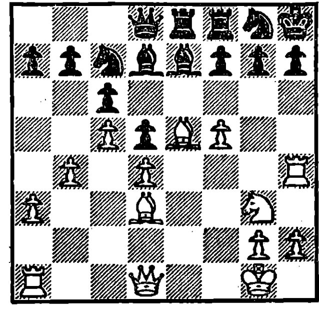

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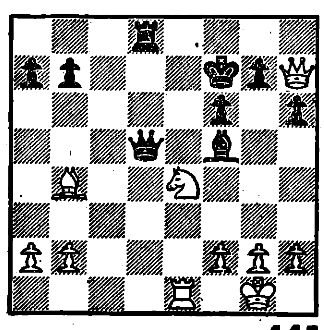
LAS BLANCAS JUEGAN



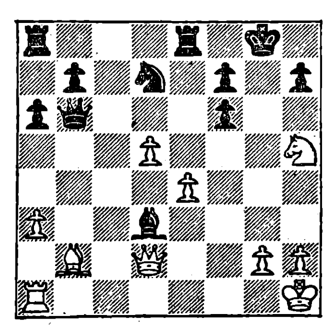
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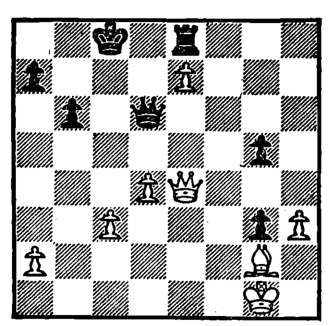
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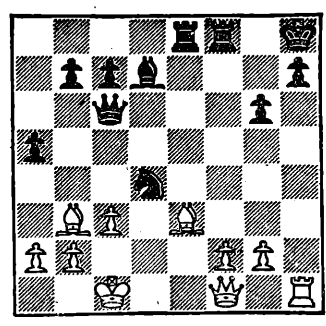
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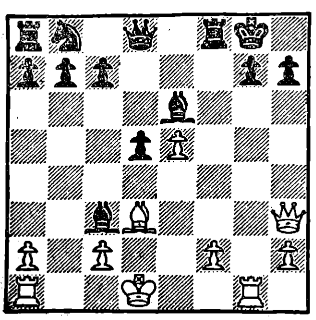


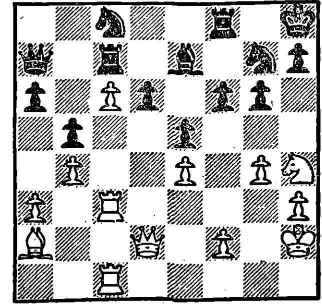
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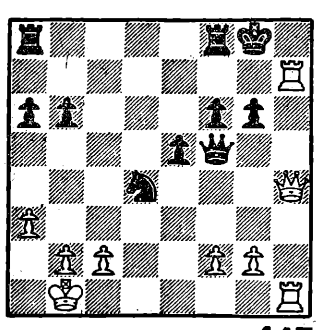


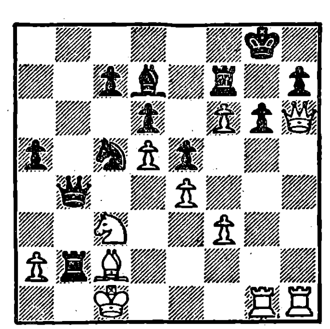
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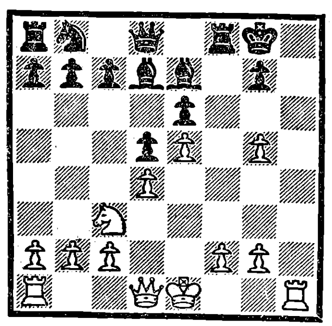
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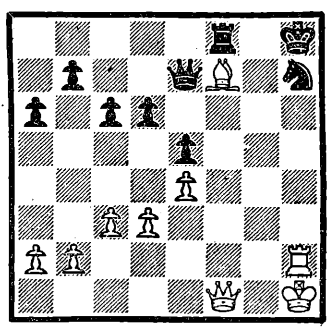

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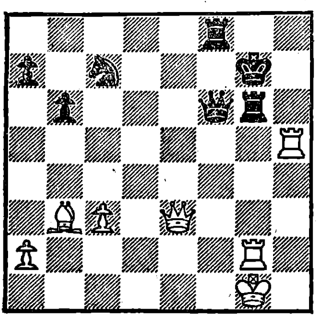

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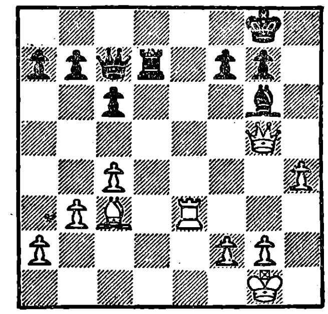

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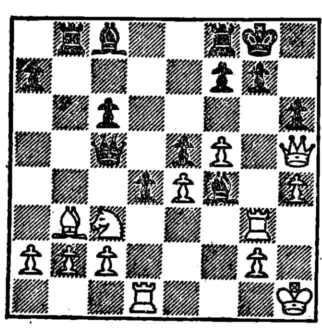

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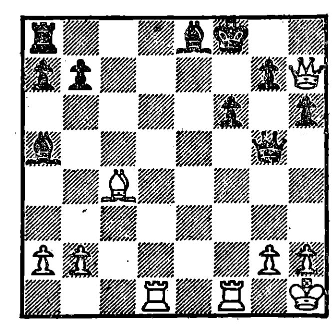

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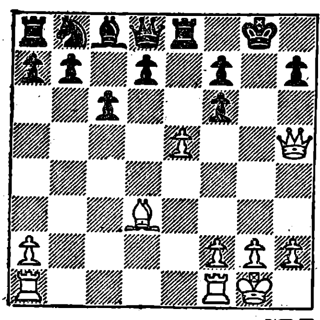
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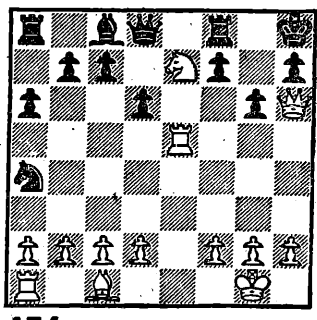

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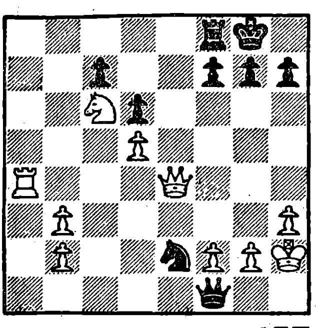

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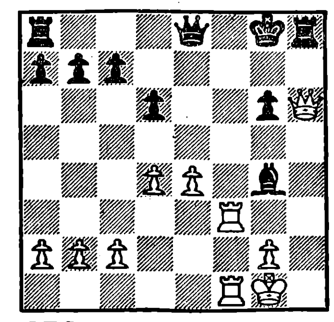

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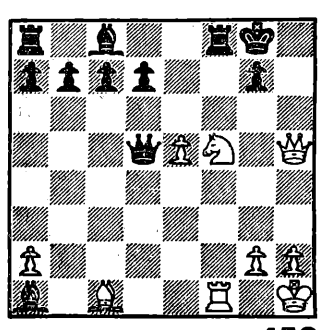
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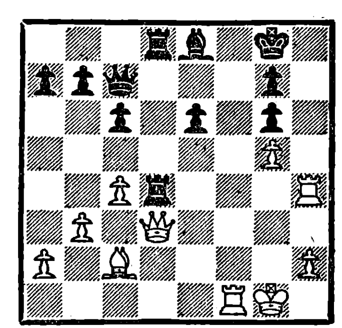
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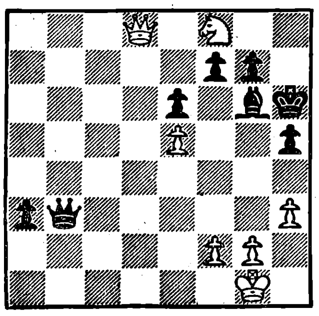
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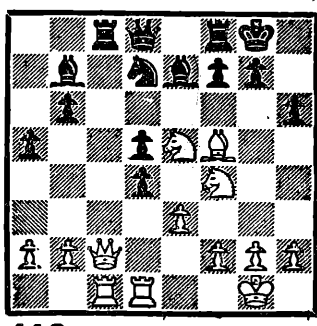
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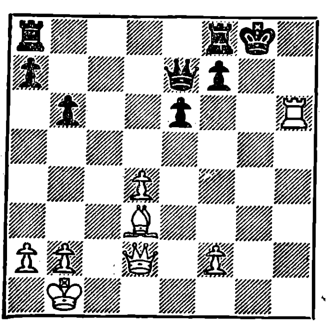


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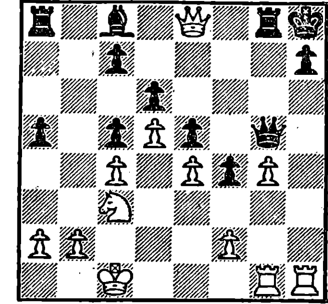


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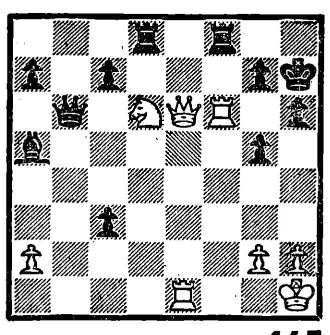
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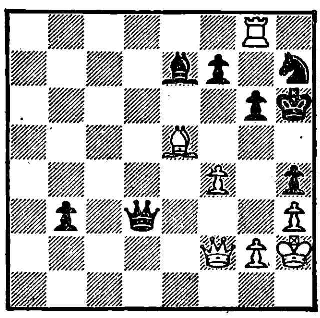
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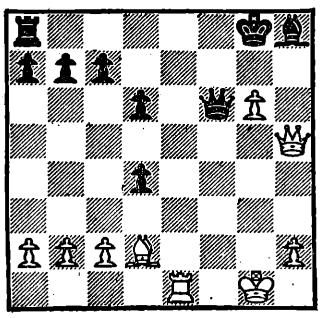
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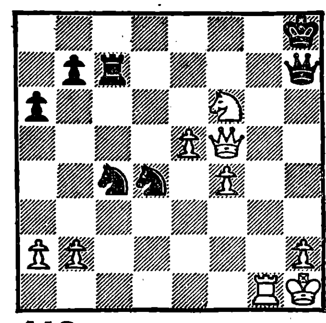
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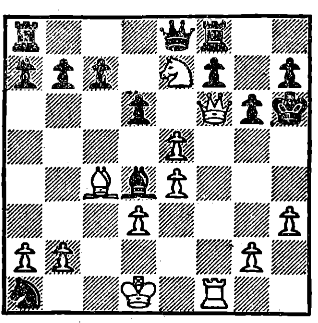


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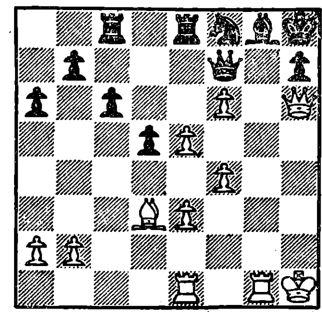


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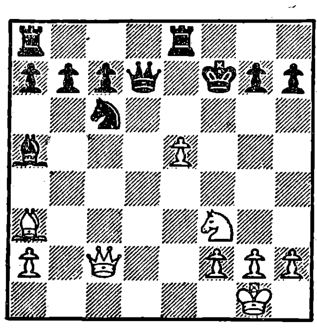
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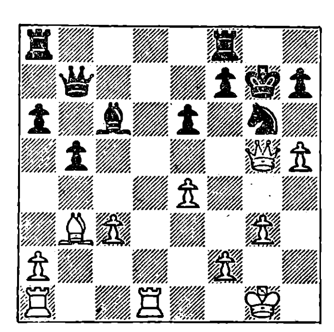
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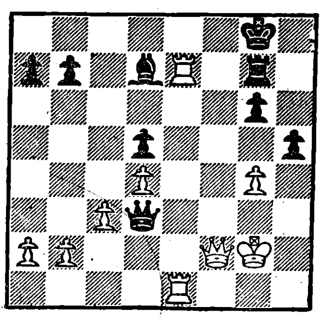
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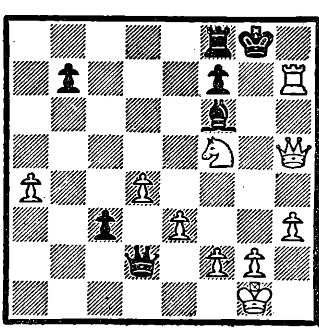
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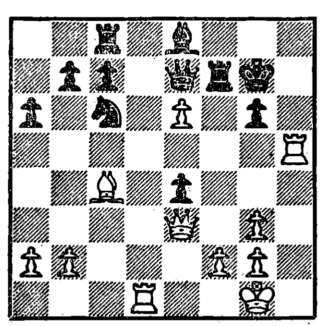


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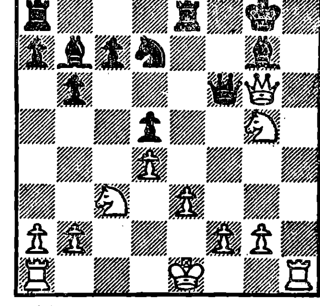


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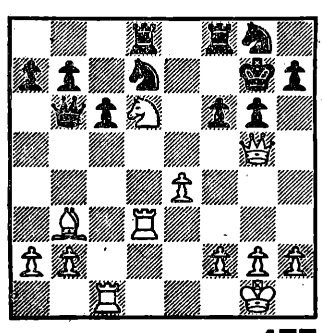
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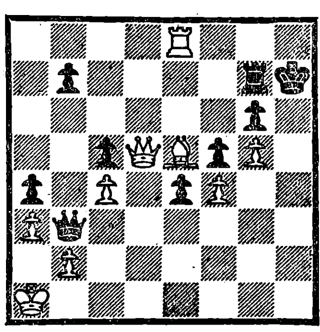
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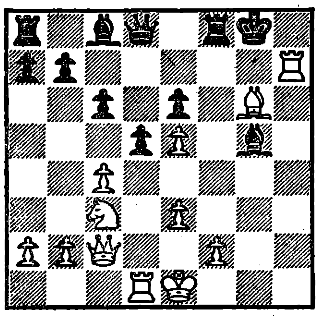
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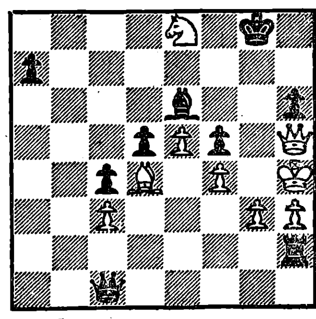
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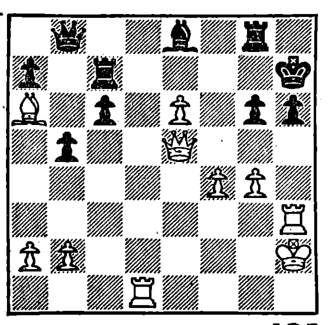


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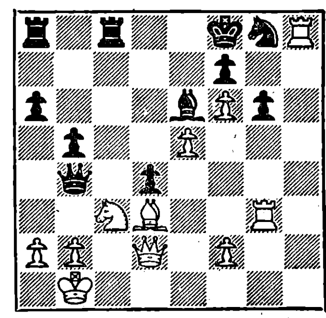


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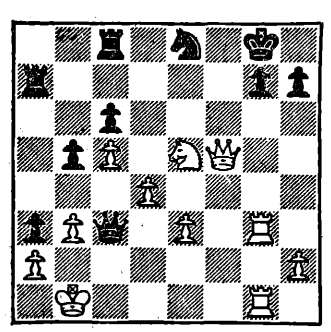
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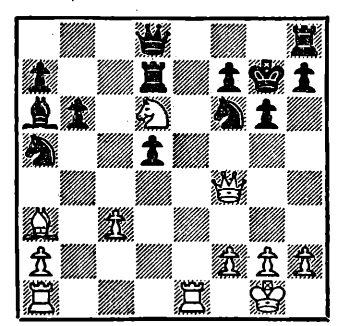
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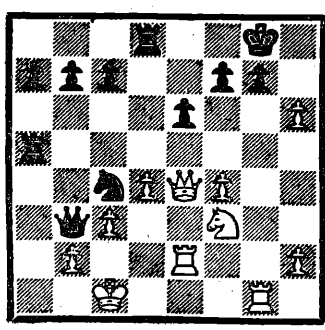
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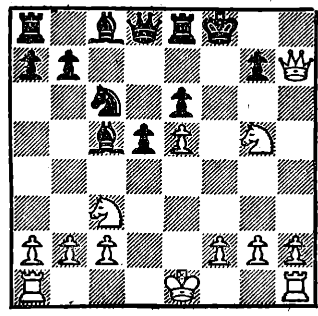
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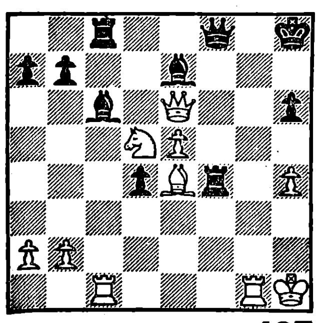


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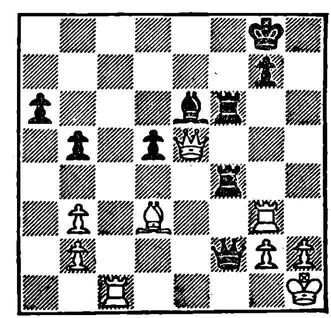


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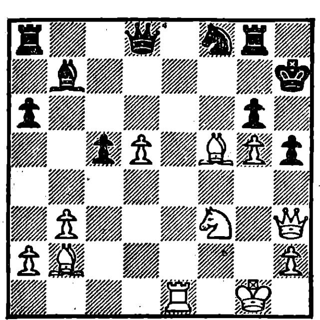
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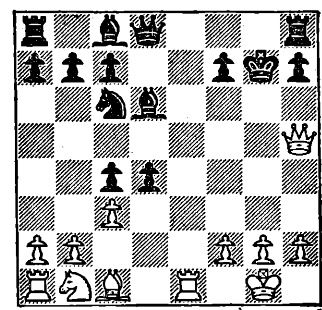
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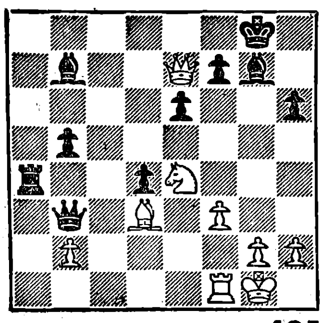
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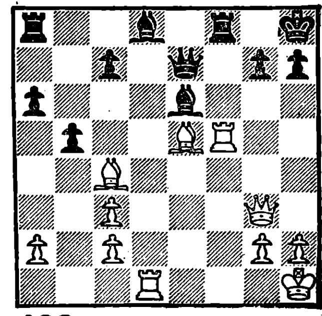
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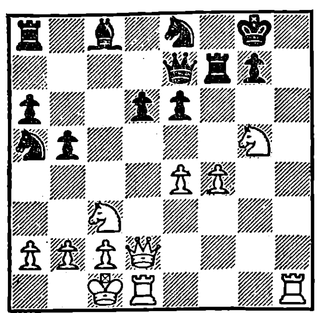


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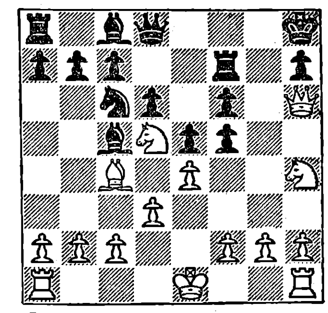


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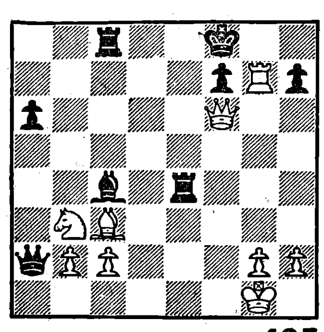
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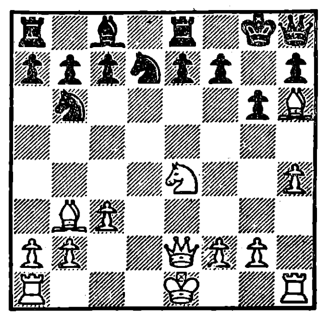
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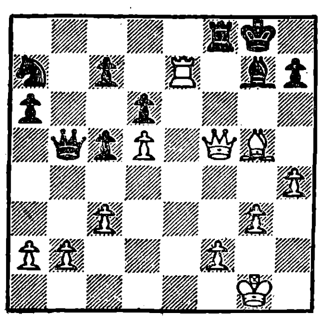
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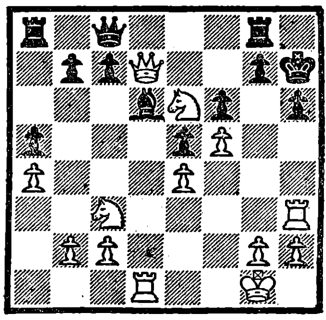
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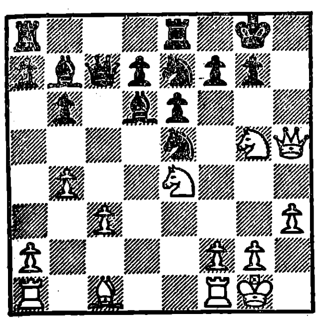


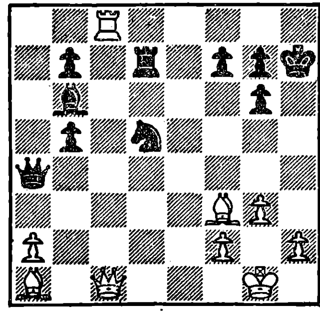
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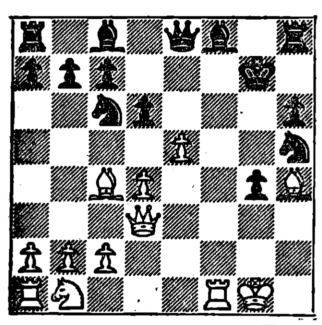


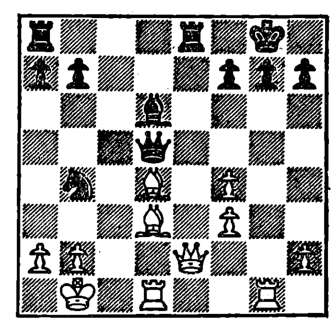
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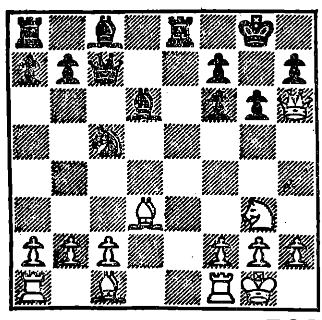
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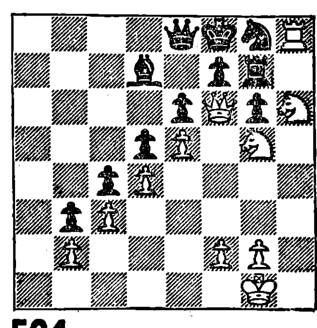

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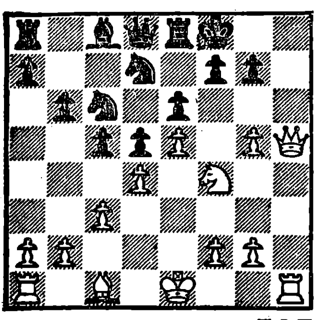

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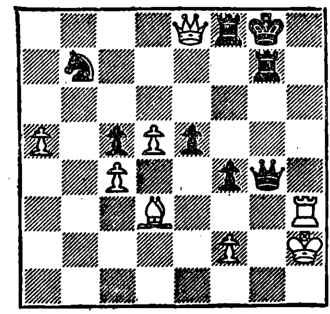

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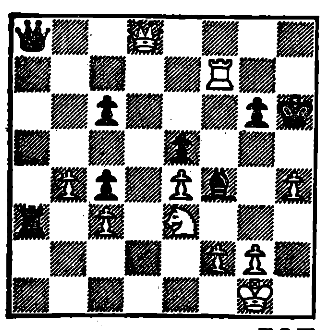
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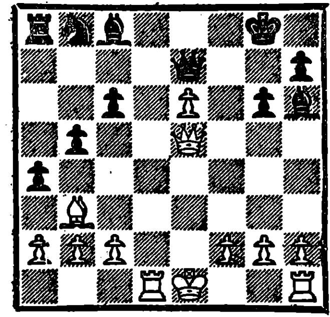
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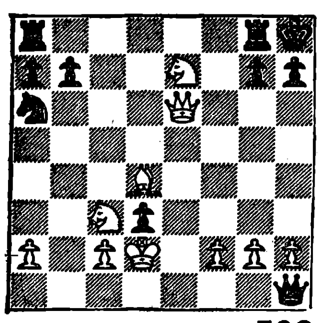
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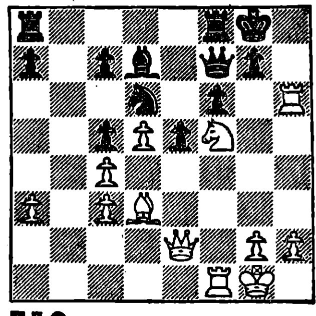
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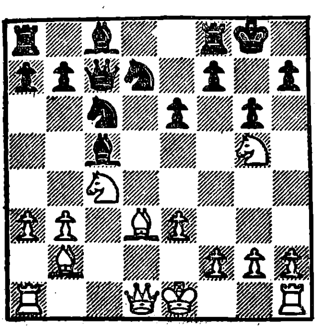


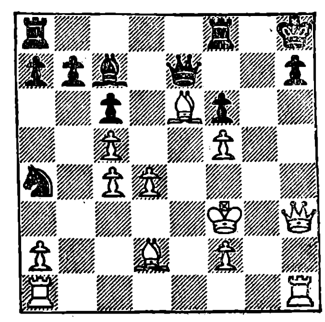
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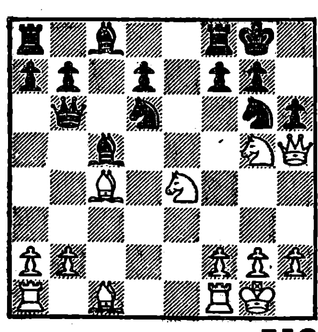


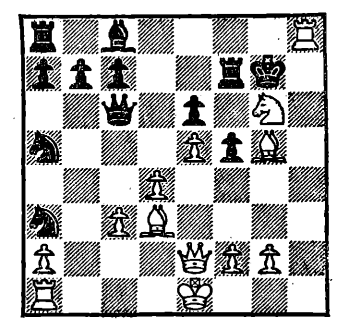
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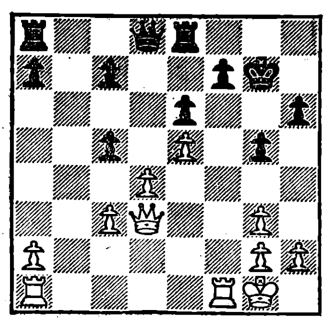
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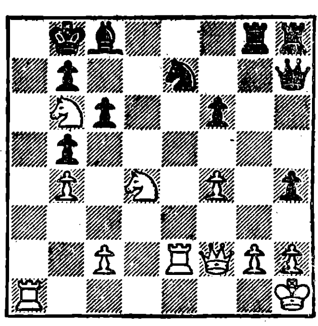

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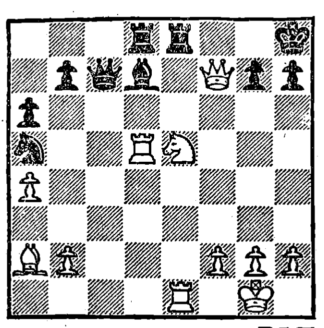

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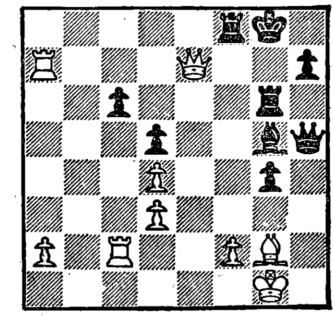

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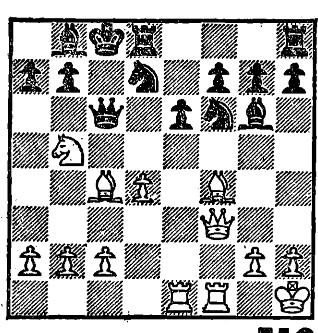

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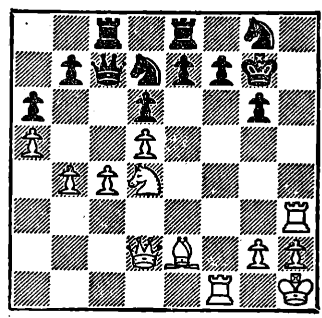

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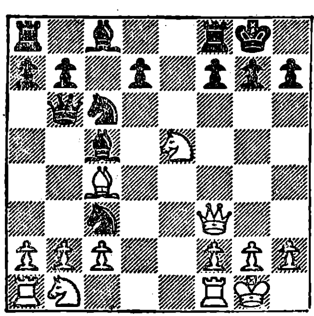
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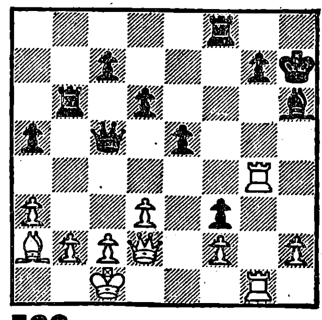

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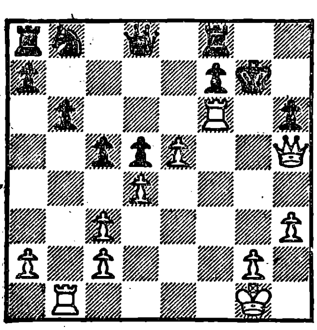

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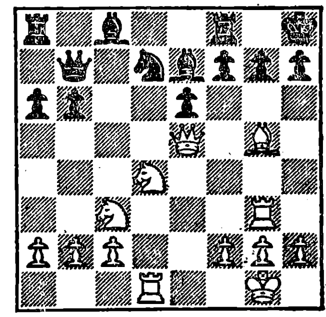

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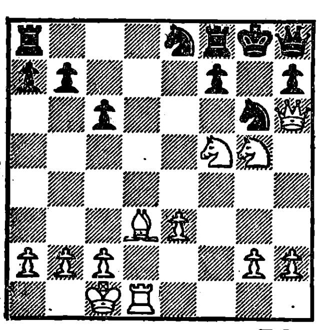

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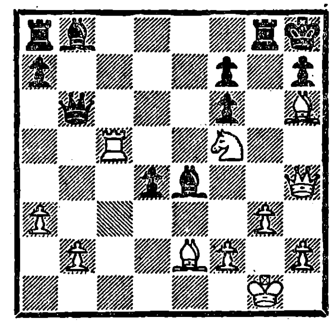

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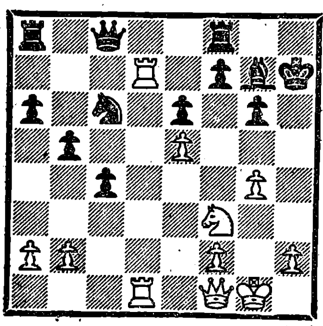
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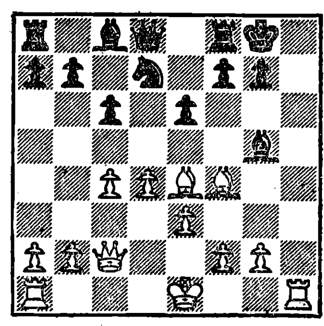

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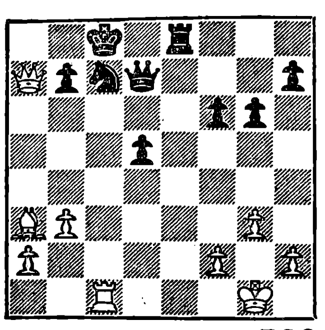

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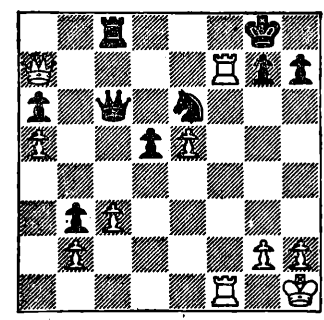

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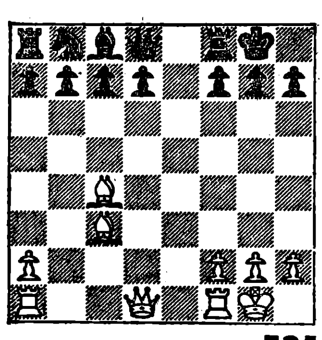
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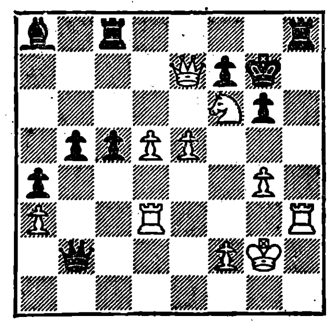
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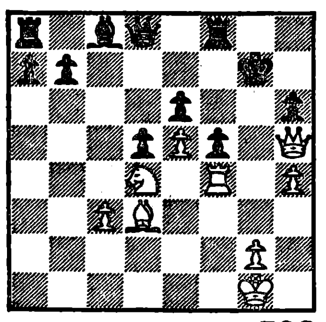
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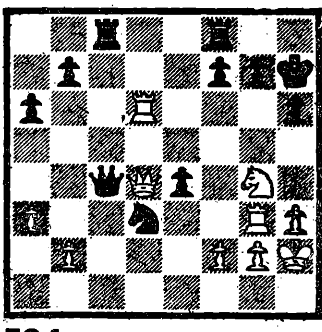
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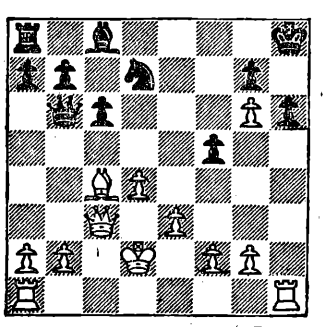


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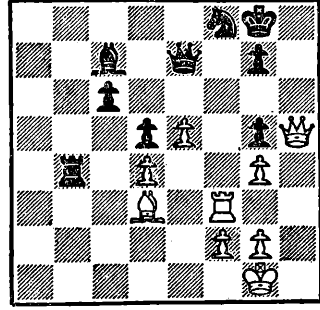


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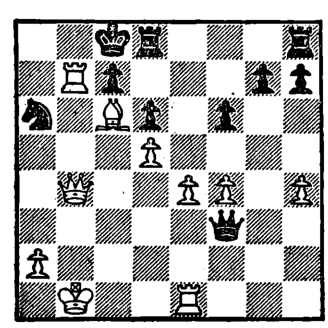
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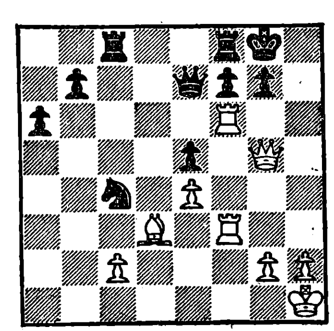
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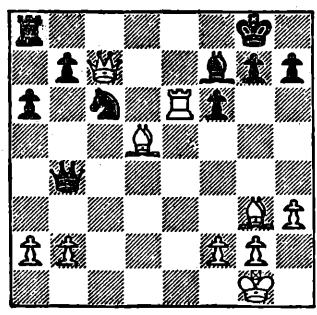
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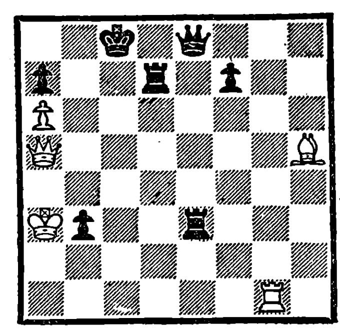
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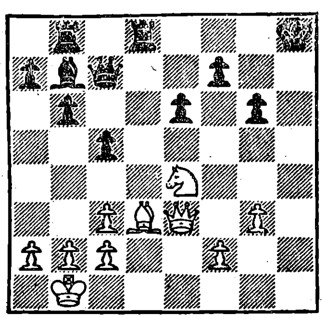


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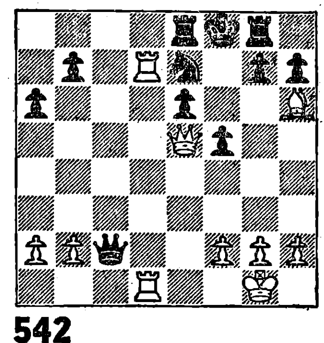
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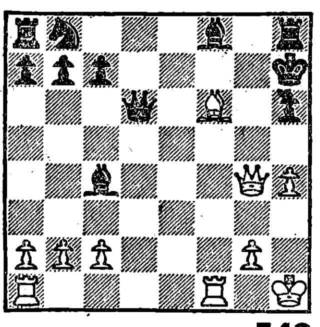




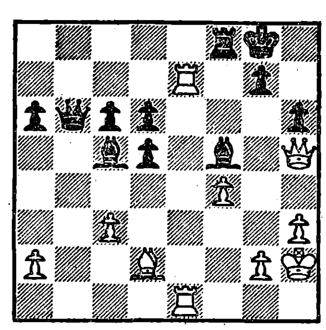
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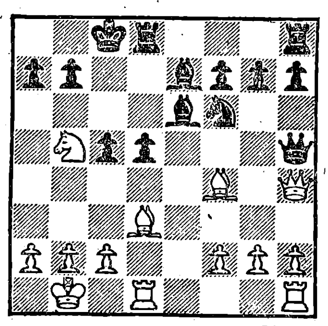
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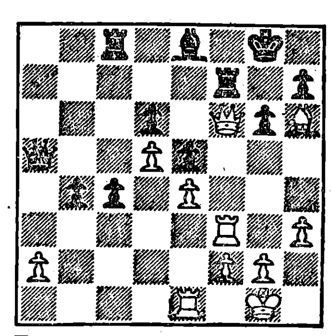
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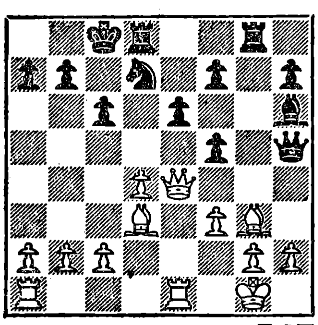


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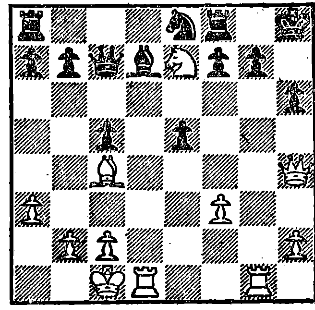


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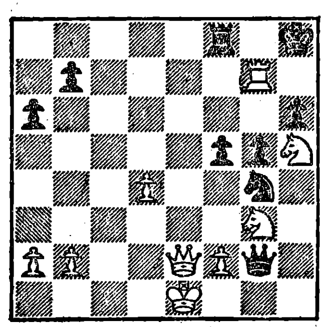
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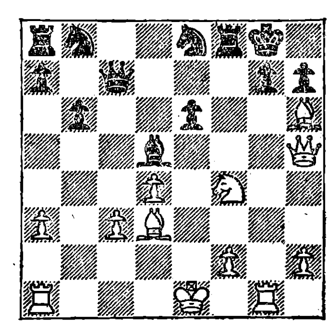
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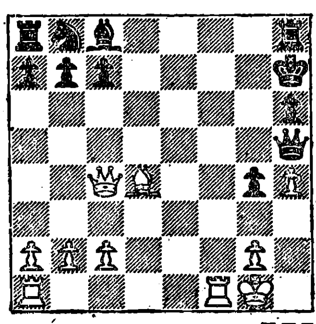
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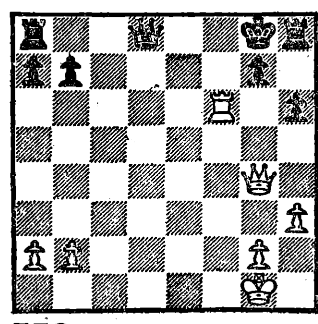
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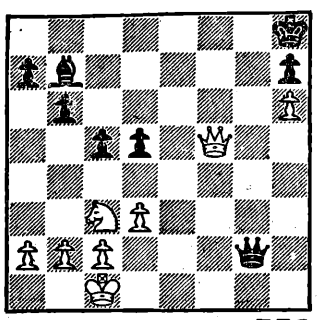
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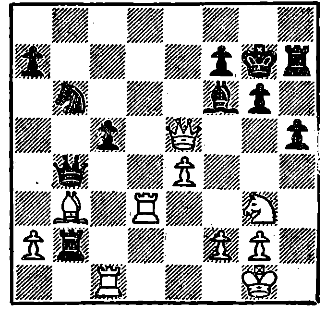


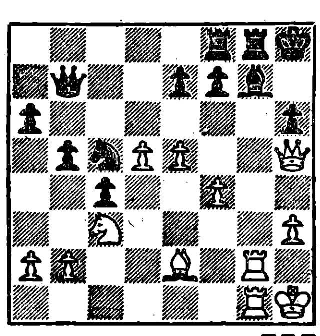
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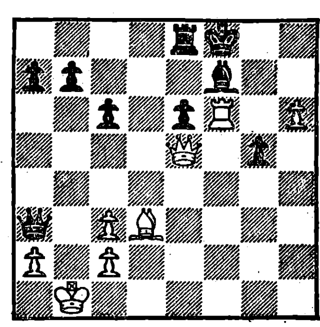


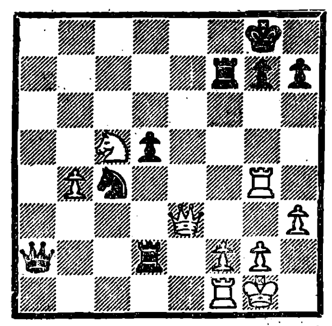
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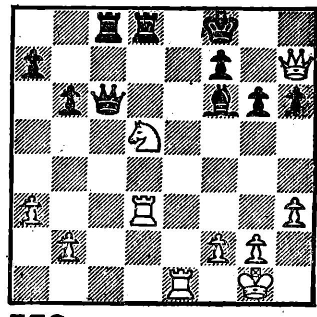

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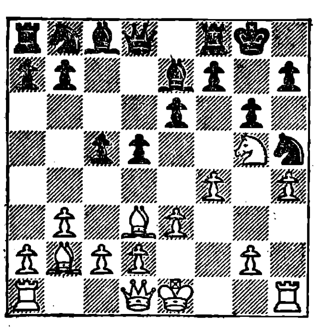

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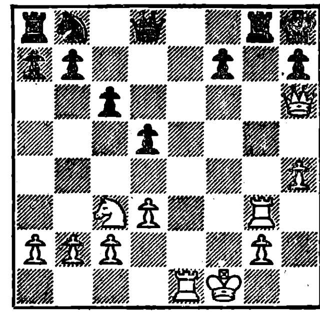

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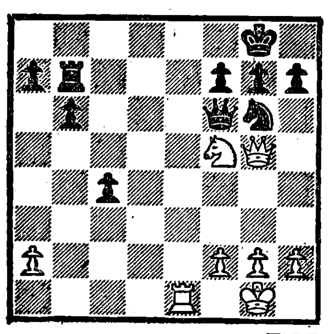
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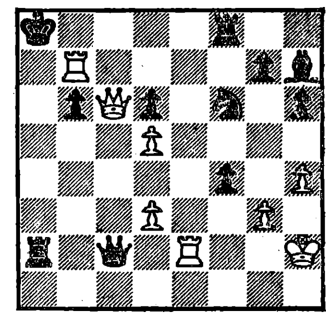
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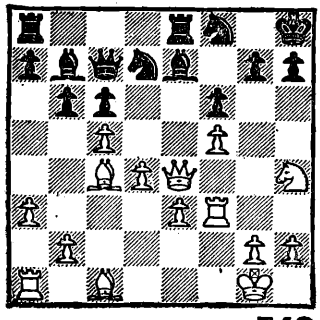
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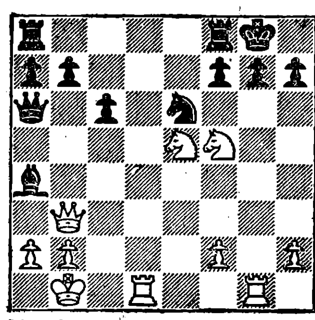
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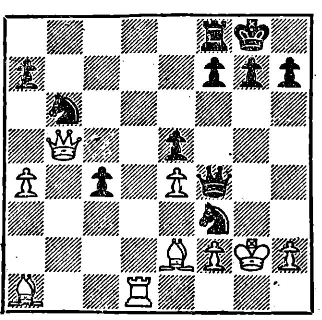
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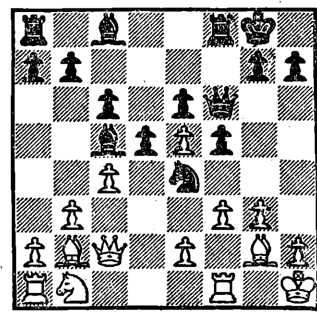
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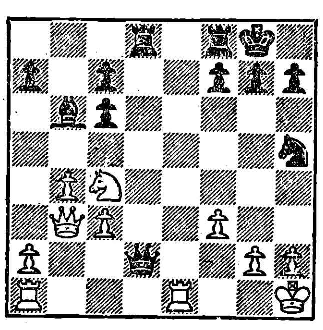
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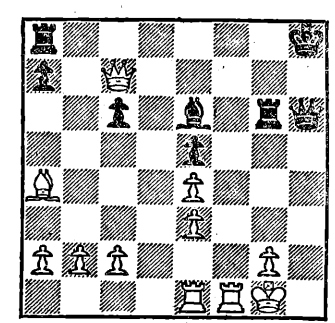
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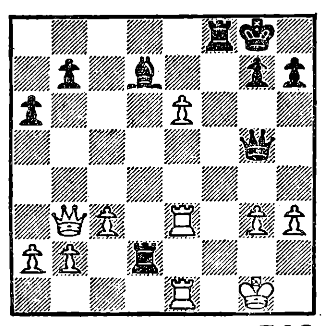
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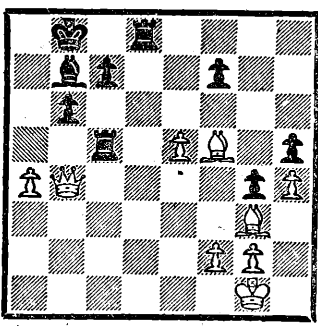
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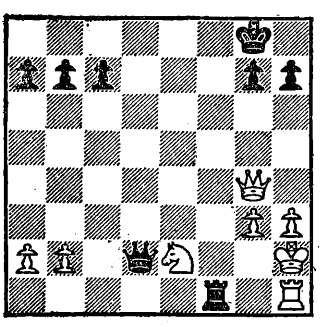


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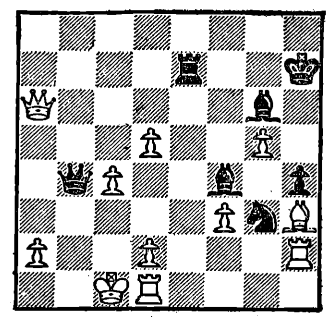


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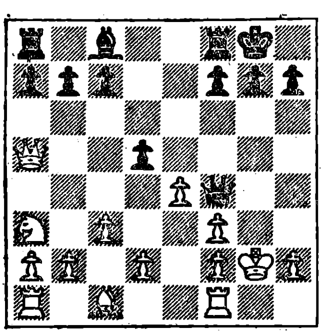
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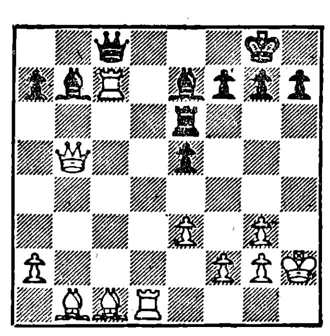
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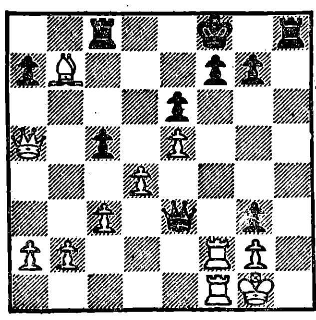
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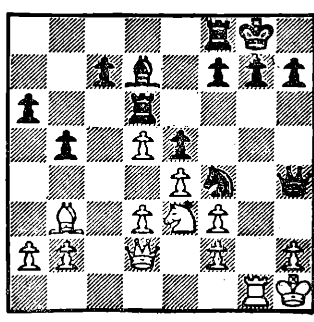
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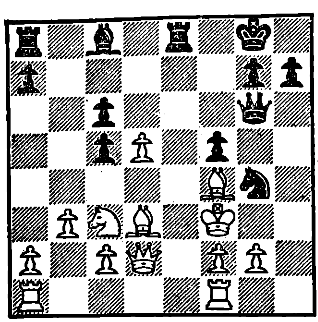


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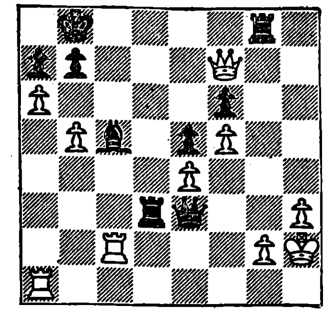


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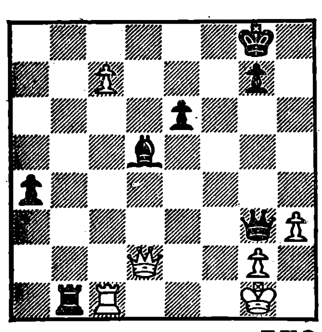
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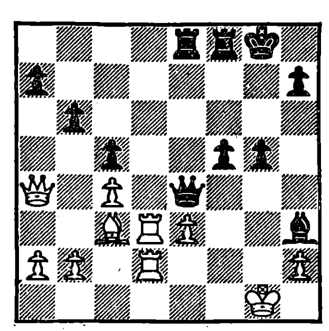
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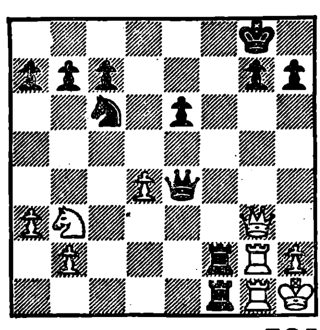
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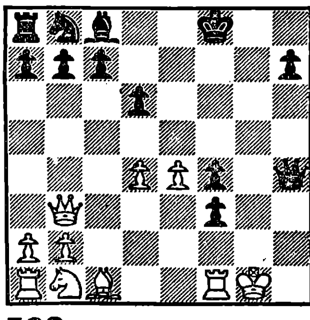
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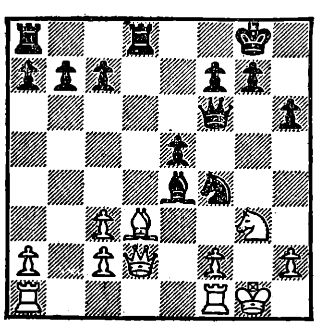


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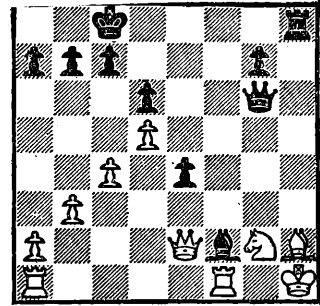


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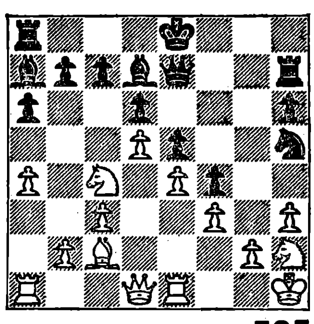
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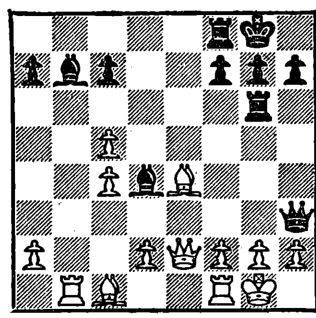
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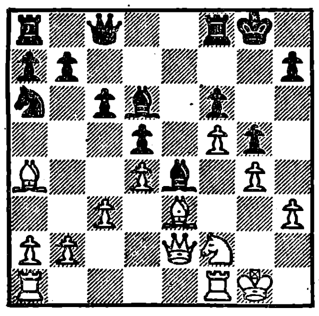
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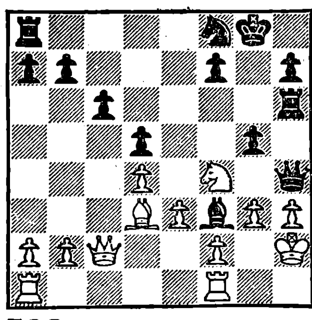
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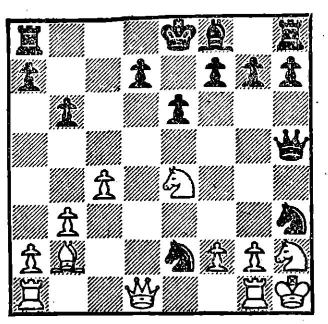


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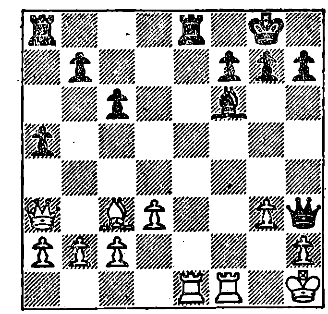


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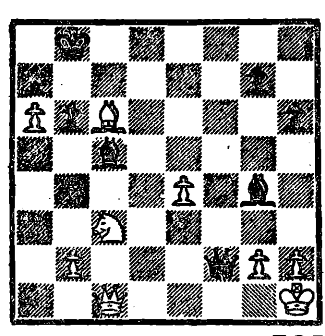
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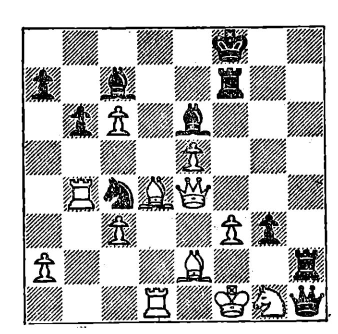
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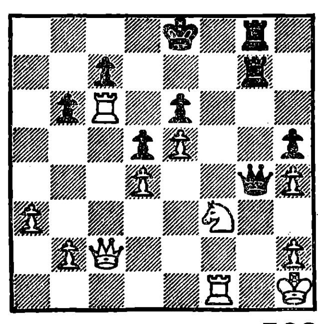
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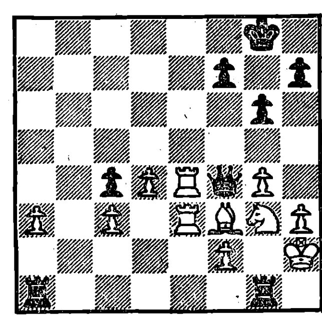
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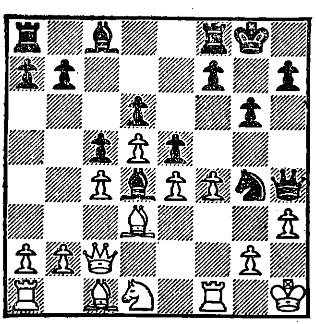


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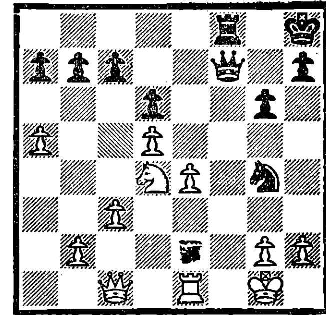


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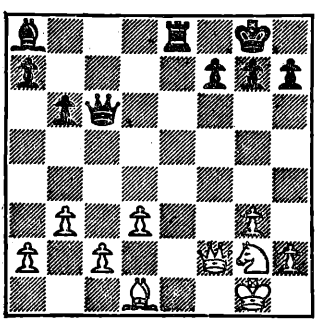
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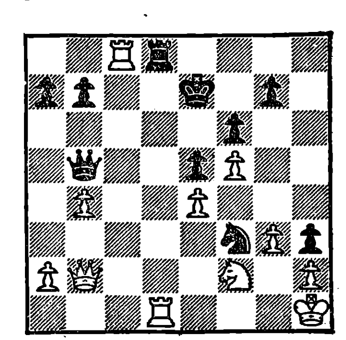
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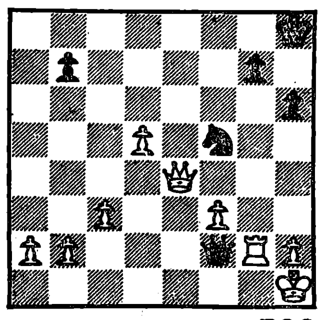
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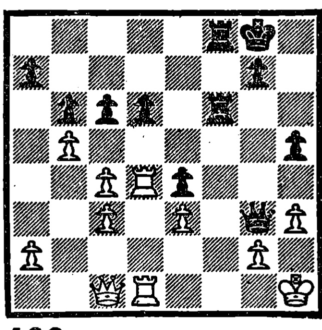
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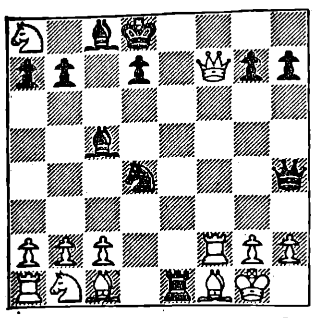


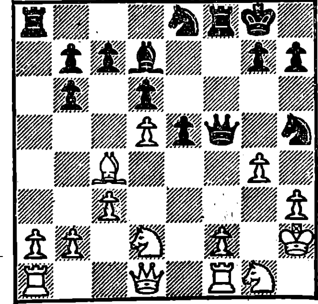
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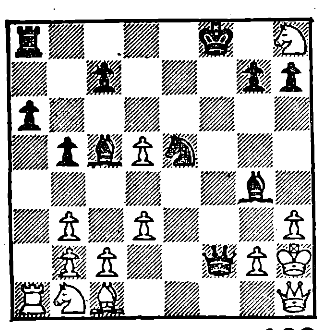


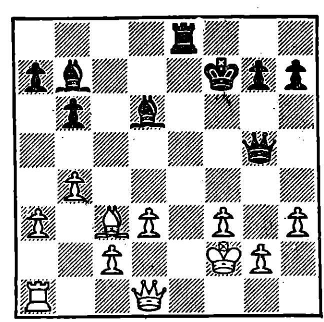
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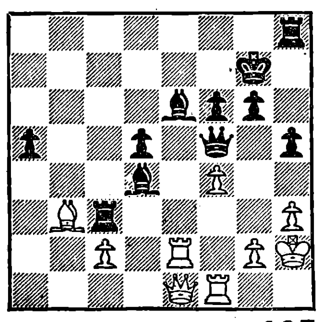
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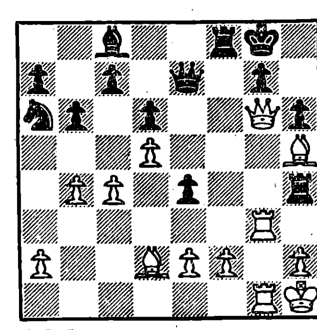

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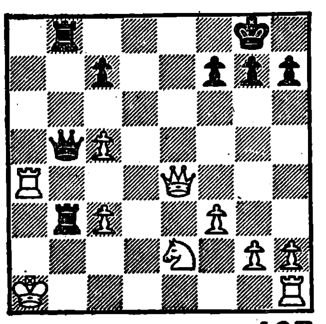

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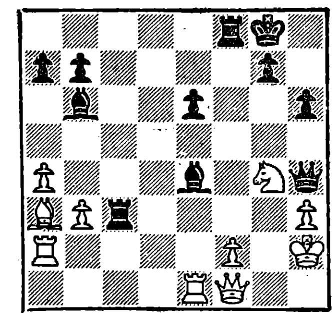

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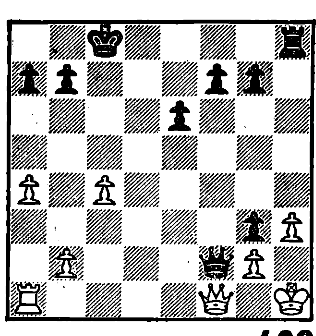
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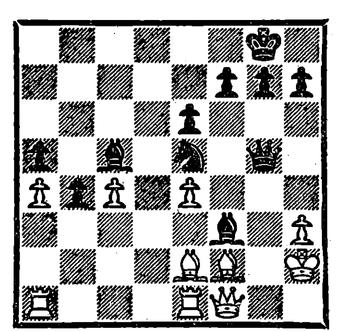
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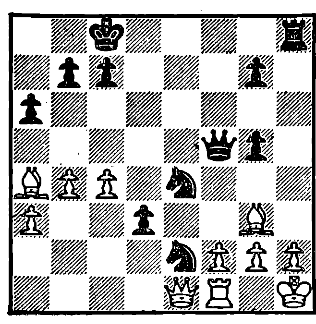
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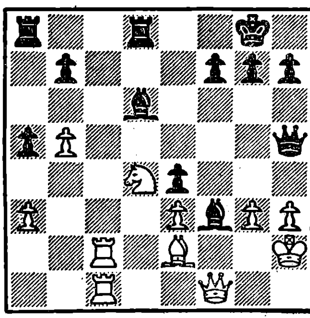
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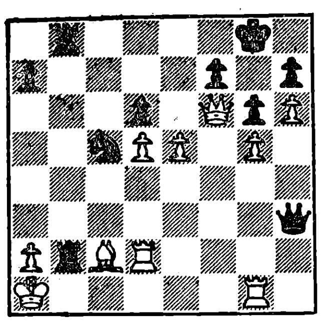


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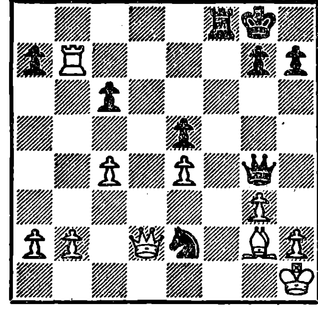


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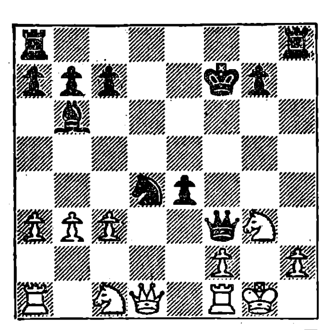
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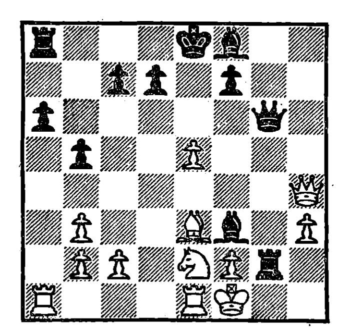
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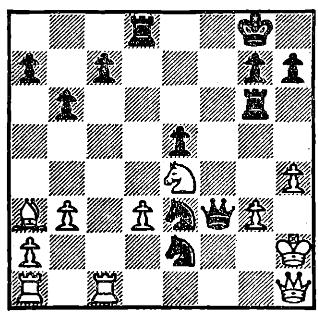
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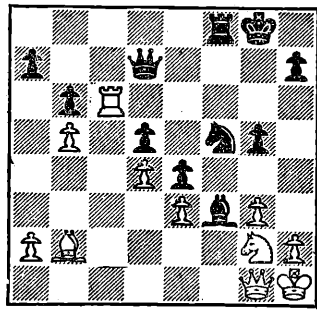
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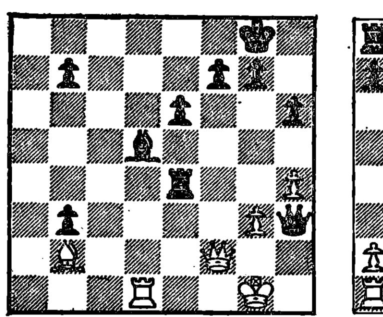


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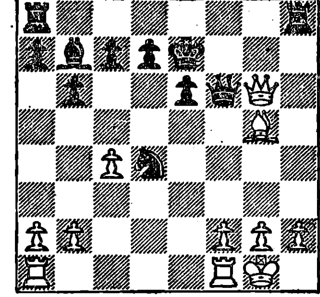


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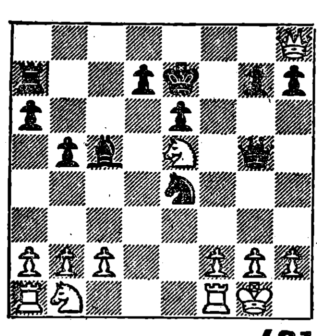
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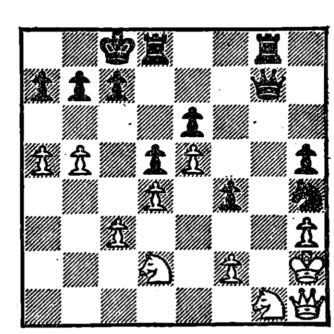
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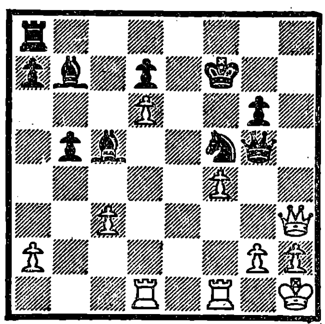
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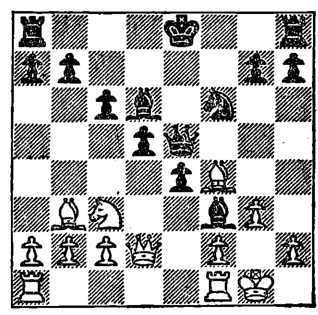
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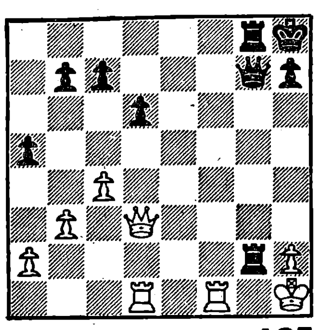


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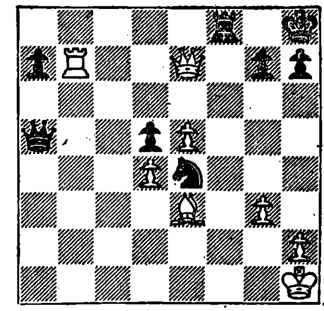


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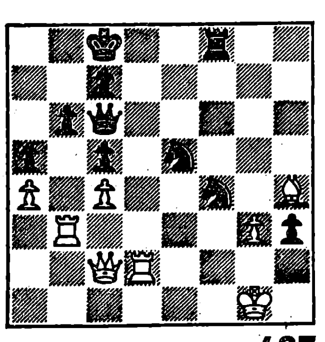
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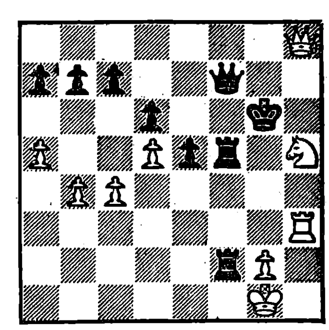
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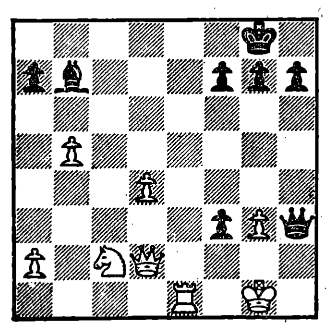
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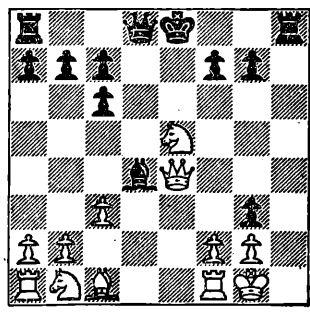
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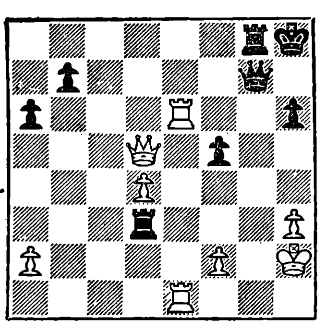


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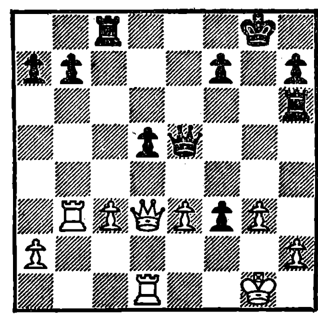


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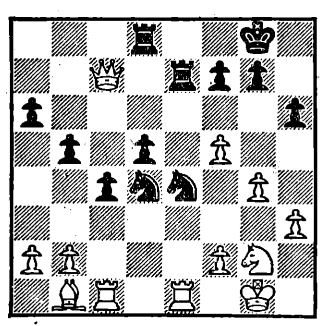
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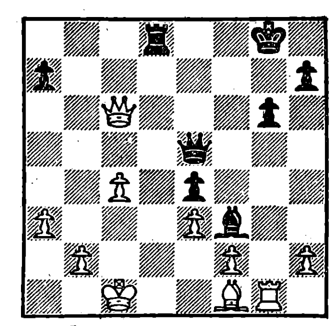
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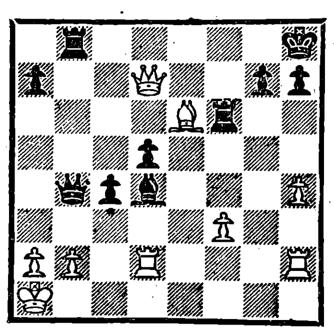
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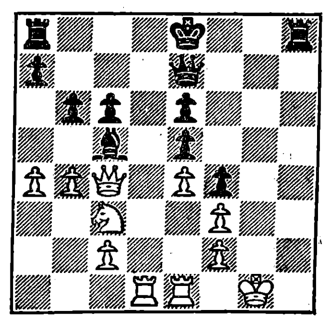
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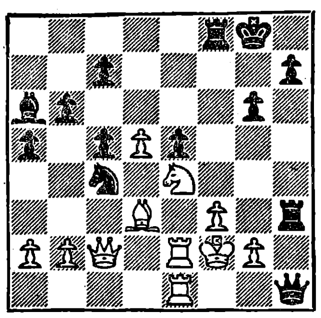


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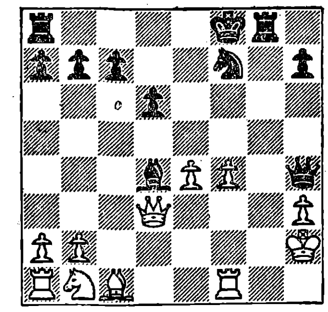


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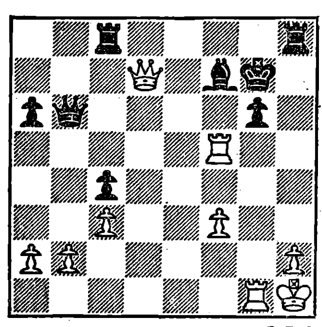
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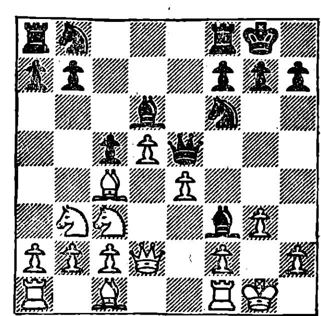
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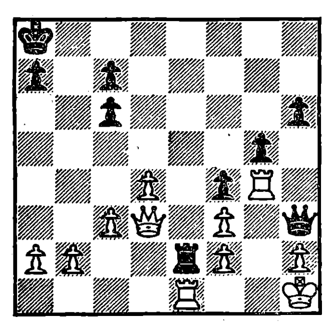
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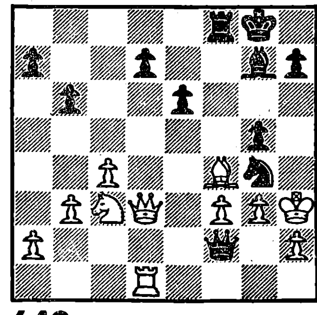
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4. REY NO ENROCADO O DESPROTEGIDO

Si a menudo sucede que un Rey llega a encontrarse en una situación expuesta, aun estando enrocado, se comprende que sea más fácilmente vulnerable si no ha enrocado y puede ser blanco de los ataques directos de las piezas enemigas. Cuando el Rey se encuentra en tal situación de peligro, el atacante puede correr toda clase de riesgos sacrificando material, si ello permite la victoria. El objetivo frecuente en estos casos es el mate.

Con frecuencia, en tales situaciones, los resultados son rápidos y se consigue el mate con cierta facilidad. En el diagrama 656, por ejemplo, las blancas han forzado al Rey negro a salir al centro del tablero. Esto requiere el sacrificio de una pieza, pero el resultado es que las blancas consiguen dar el mate como consecuencia natural de la expuesta posición del Rey enemigo.

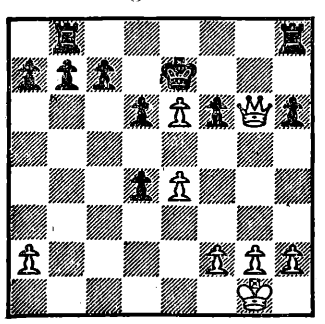
En el diagrama 659 las blancas ya han sacrificado dos piezas y aún efectúan el sacrificio de su Dama, con lo cual el Rey negro va a parar lejos de su posición de origen quedando sin ninguna defensa. Una mirada al diagrama permitirá comprender que debe encontrarse algún medio radical para poner fin a la peregrinación y sufrimientos del Rey negro.

Hablando de un modo general, las negras no suelen encontrarse en situación propicia para acosar al Rey blanco y conseguir un prematuro mate. La razón principal es que las blancas, corrientemente, consiguen un desarrollo más rápido y como consecuencia mantienen la iniciativa. Sin embargo, a veces, las negras contraatacan con suficiente rapidez y aplastan, sin piedad, al

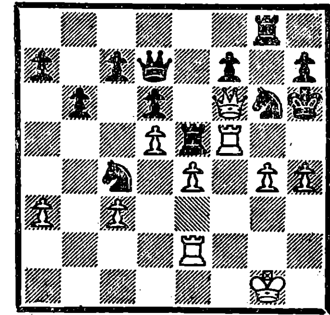
Rey blanco. El diagrama 764 muestra una situación de este tipo en la que se producirá un fantástico mate dado con los dos caballos.

Los diversos ejemplos de esta sección indican que un Rey sin enrocar se encuentra colocado de un modo precario sobre líneas abiertas, y es un objetivo propicio para un ataque, aun a costa de toda clase de sacrificios por parte del atacante.

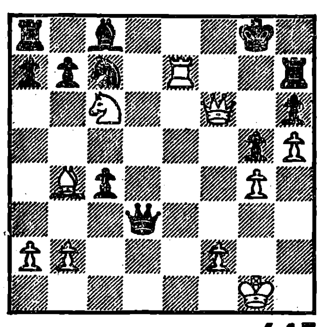
LAS BLANCAS JUEGAN



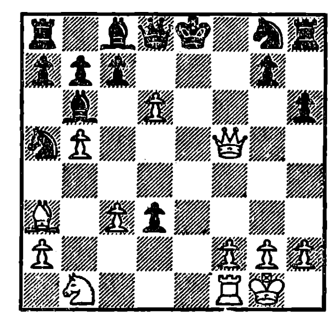
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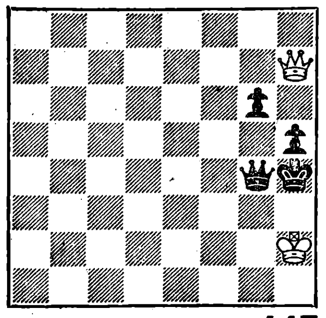
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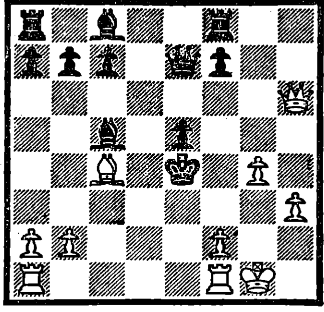
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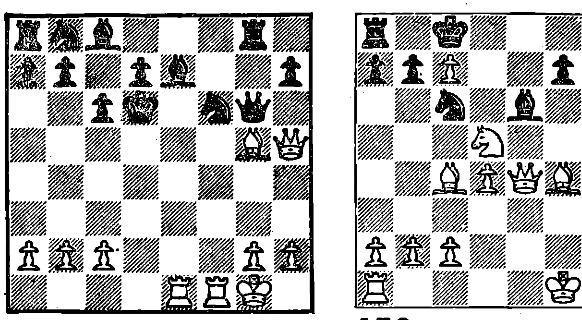


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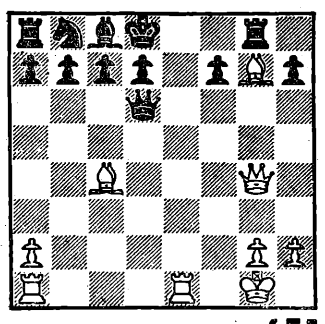


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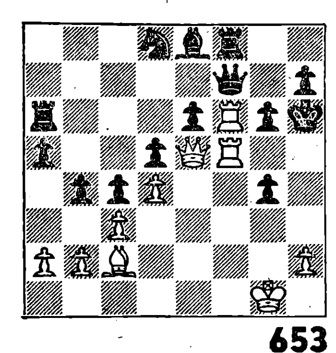
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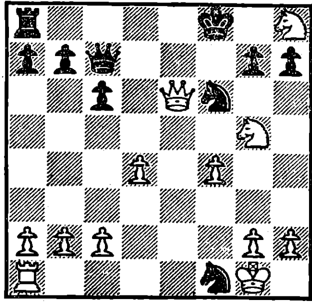
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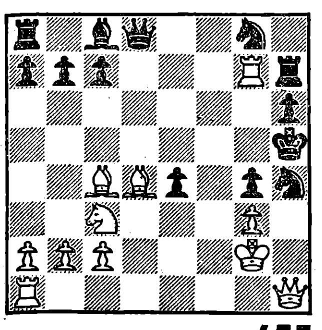


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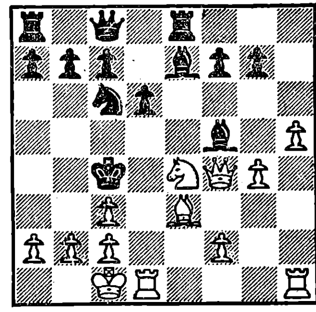


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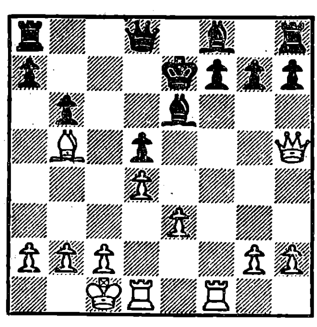
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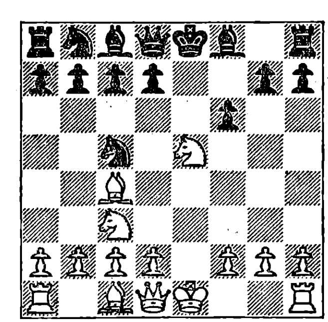
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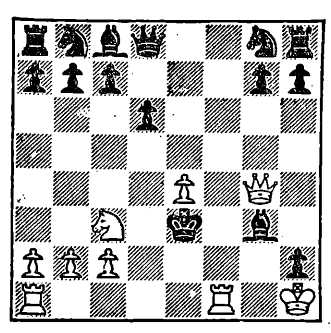
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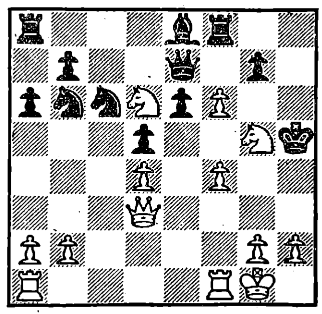
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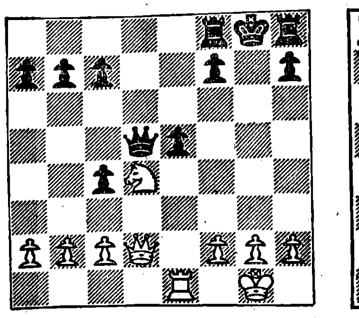


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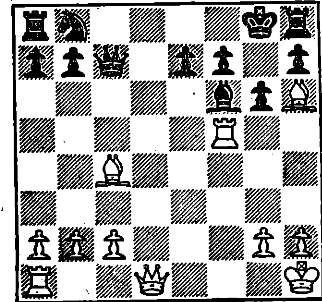


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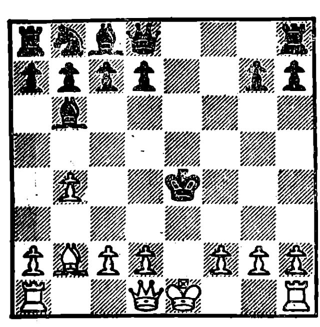
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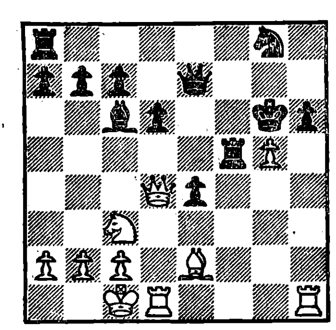
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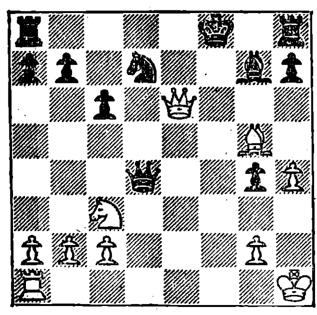
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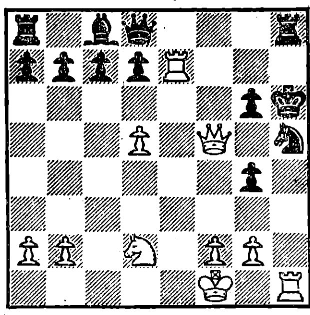
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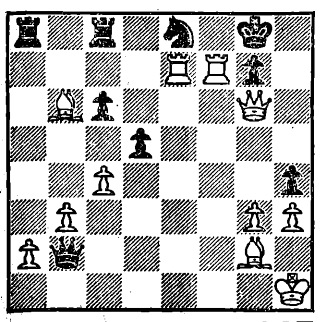


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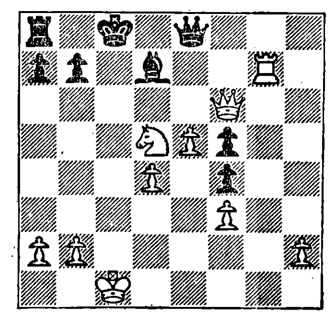


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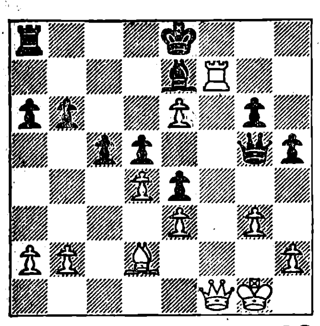
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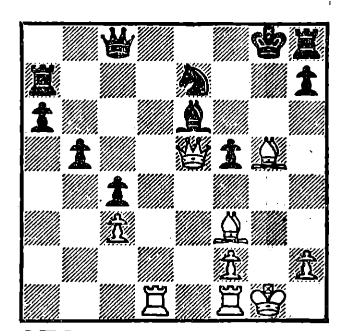
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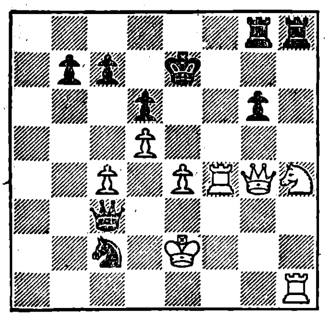
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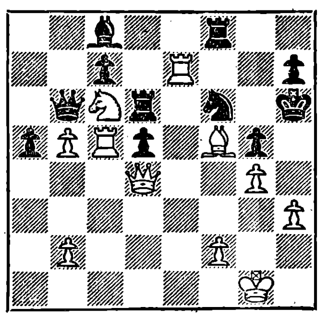
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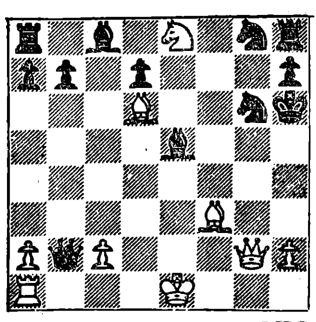


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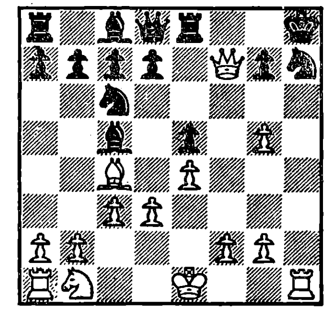


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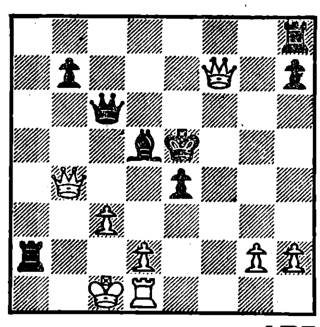
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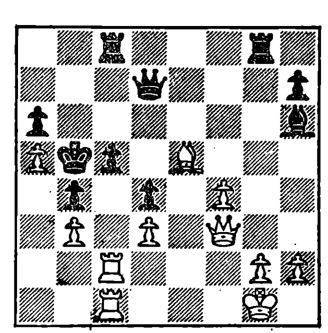
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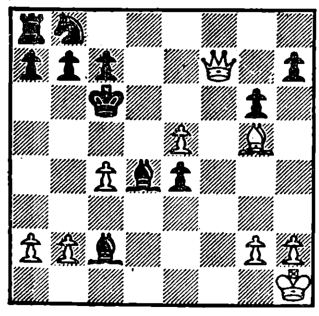
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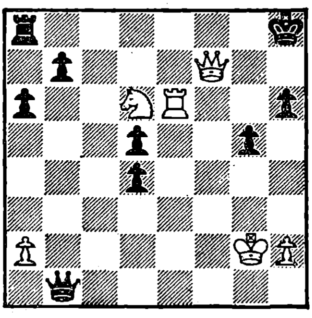
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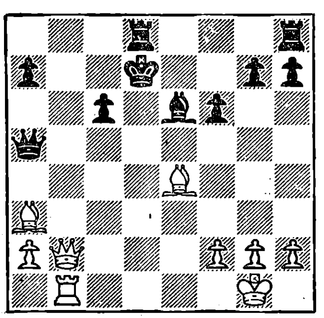


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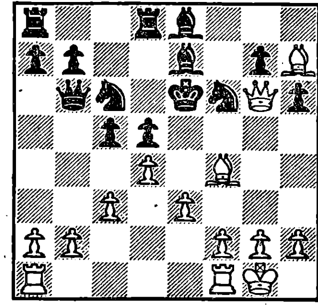


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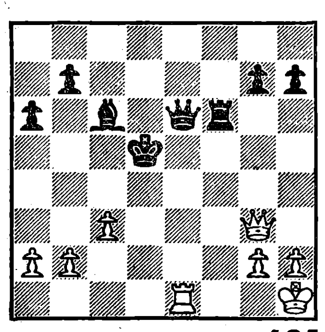
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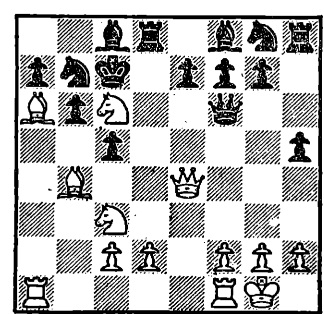
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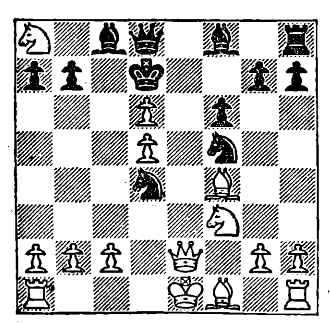
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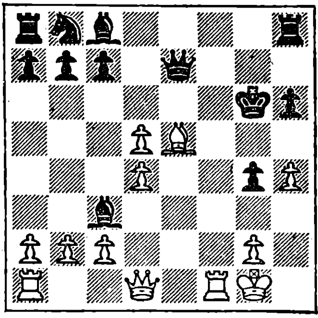
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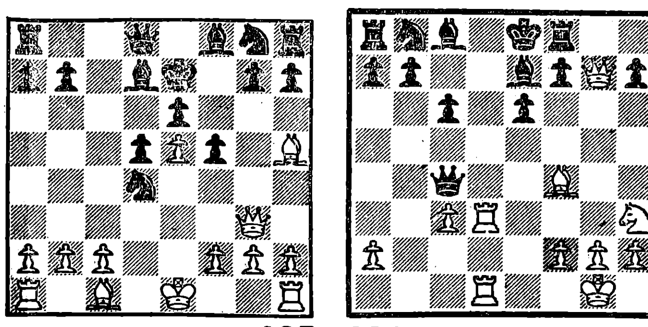


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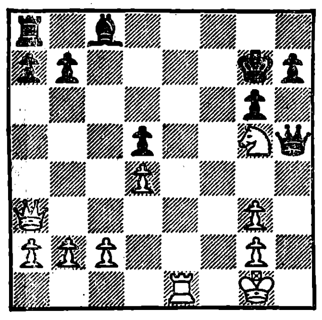


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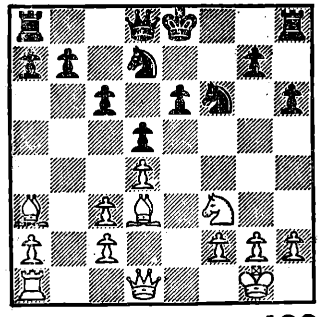
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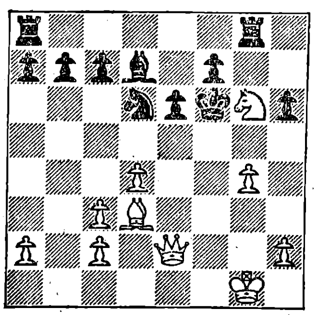


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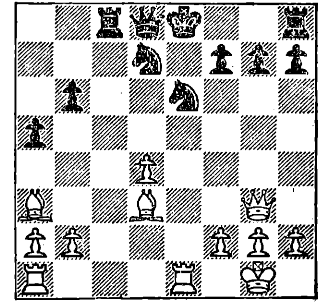


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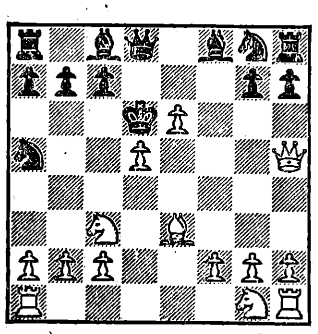
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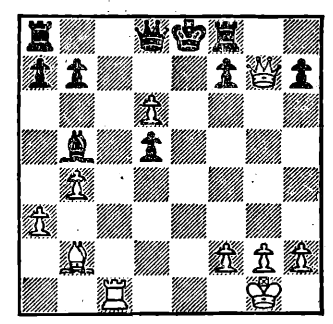
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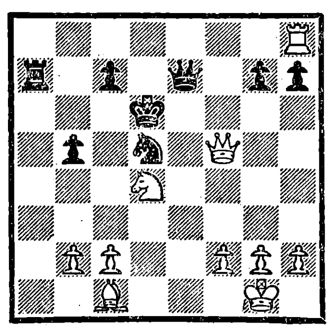
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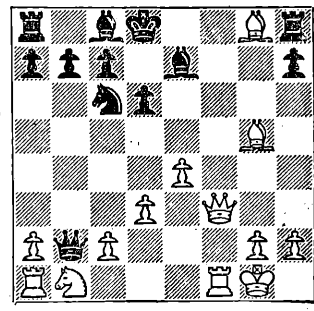
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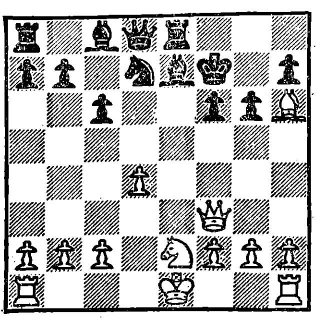


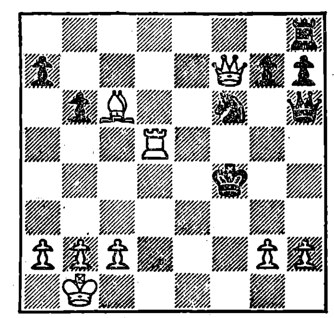
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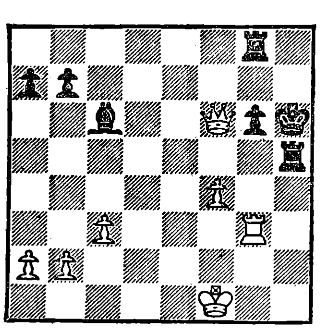


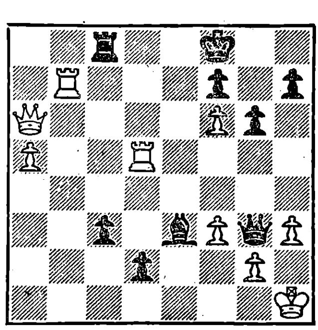
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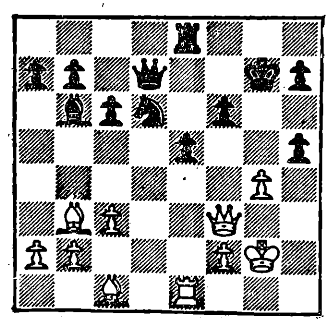
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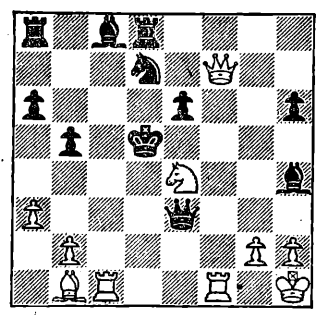

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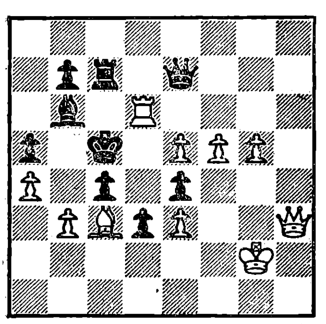

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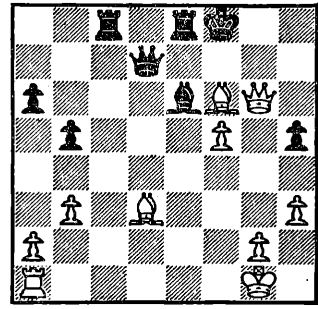

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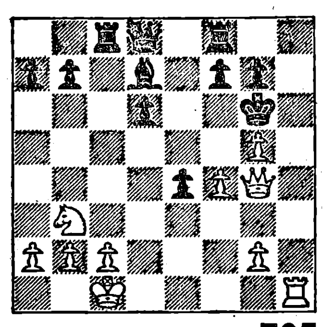

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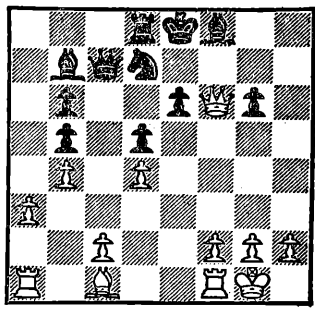

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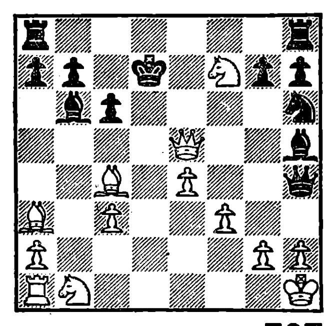
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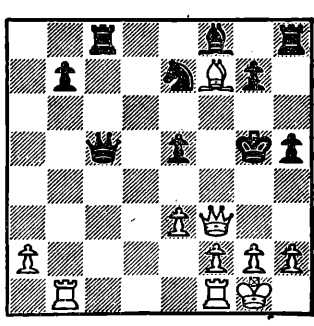

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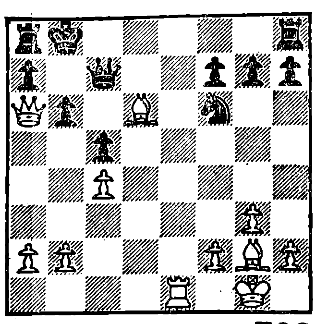

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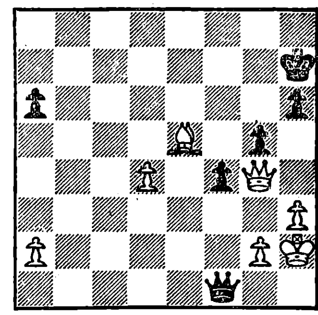

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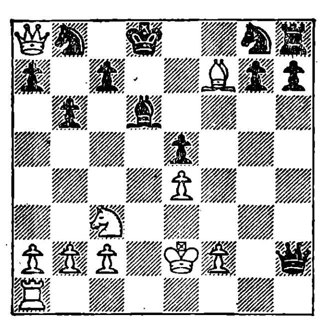
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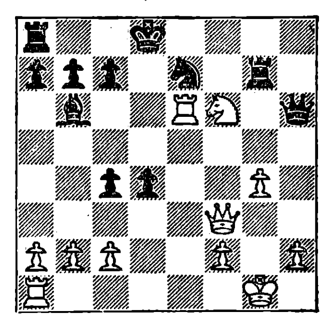
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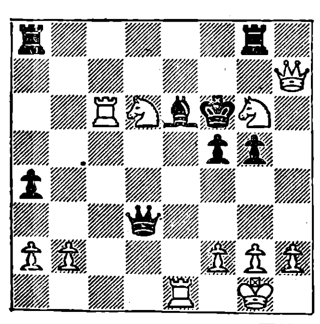
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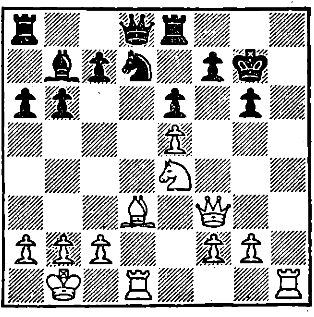
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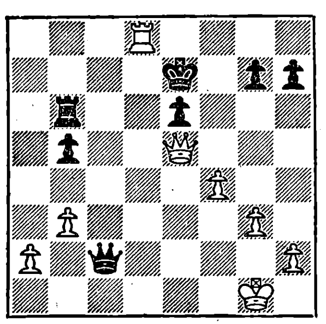


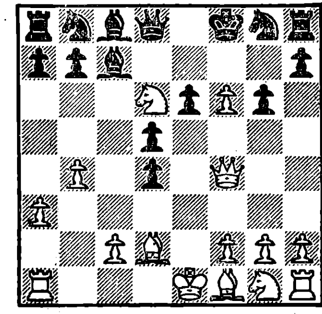
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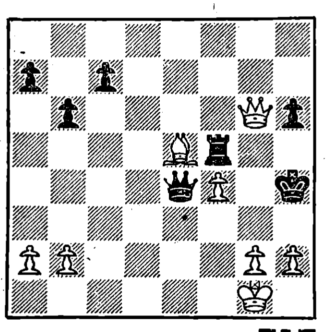


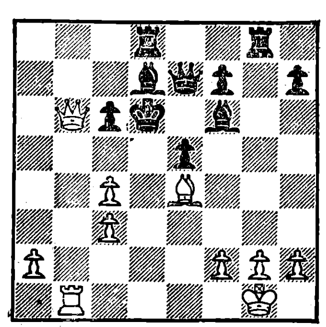
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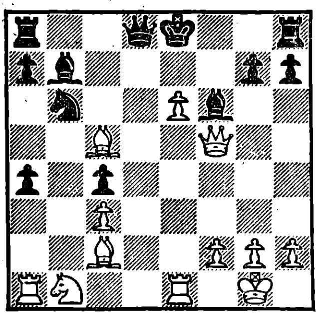
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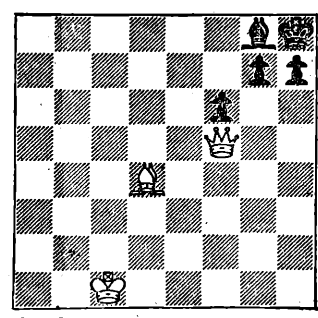

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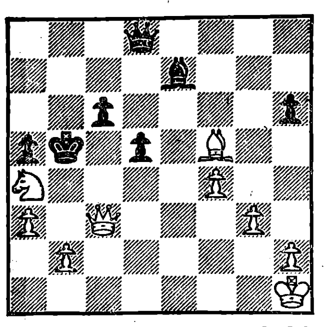

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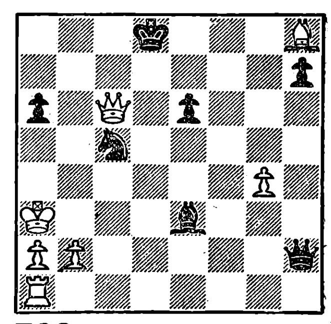

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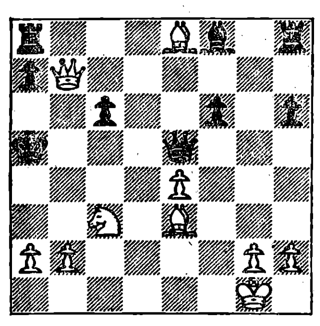
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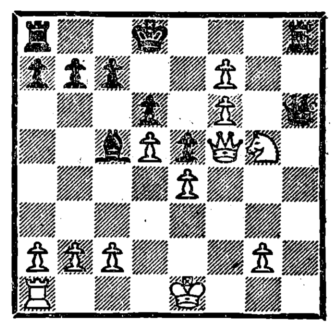
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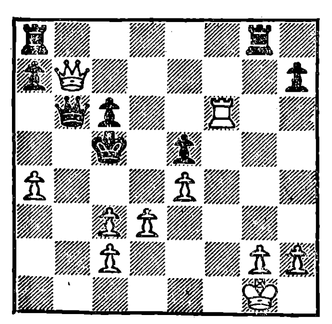
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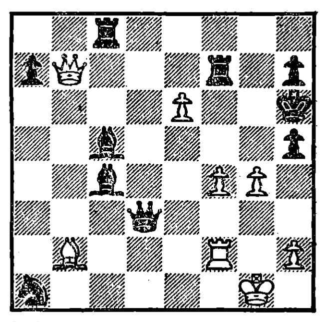
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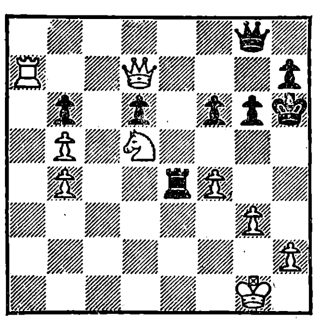


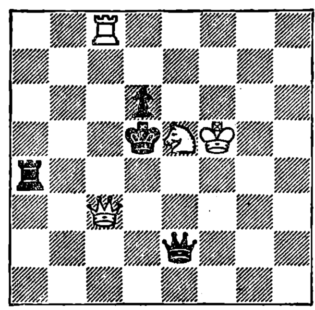
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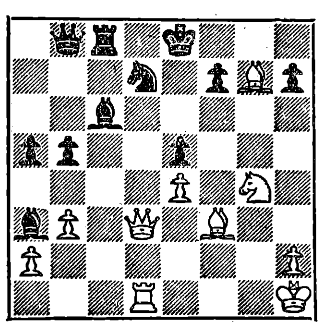


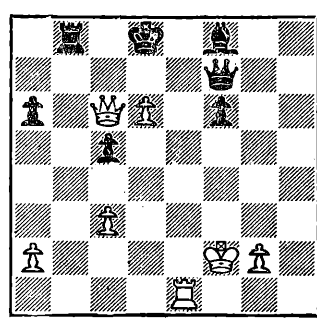
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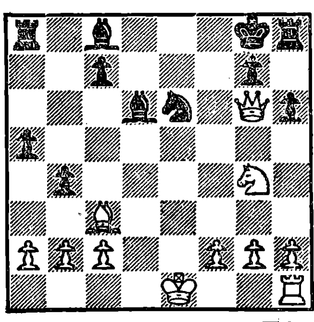
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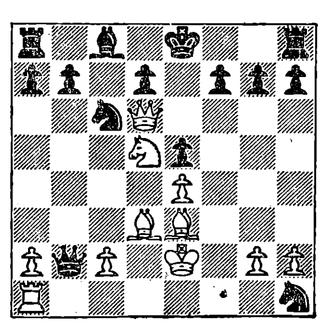

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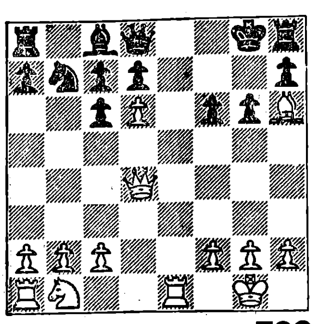

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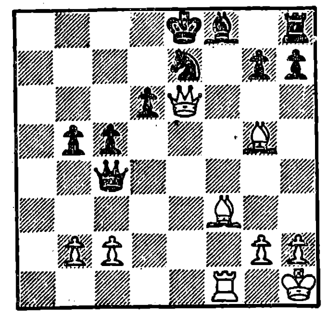

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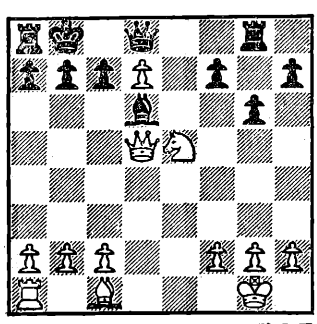
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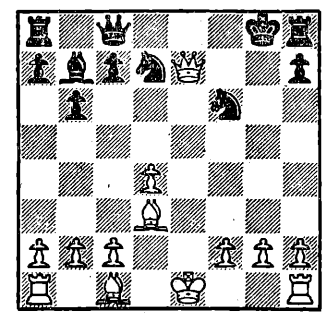
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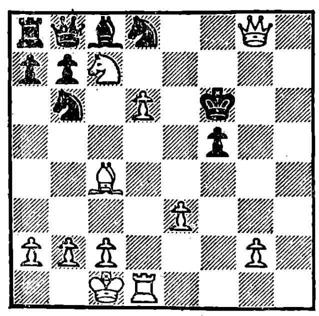
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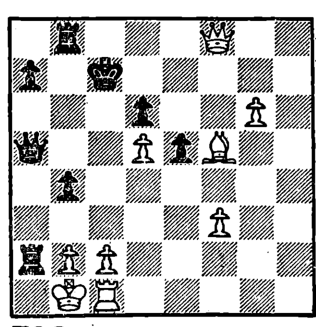
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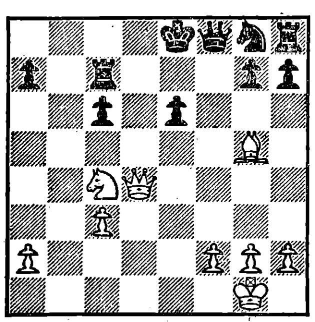


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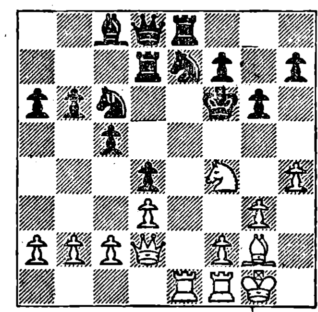


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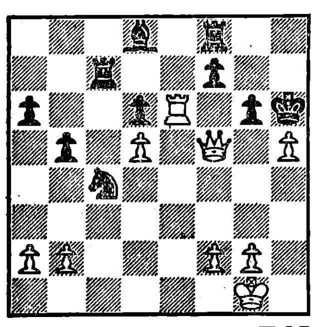
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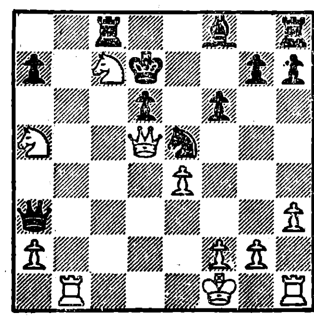
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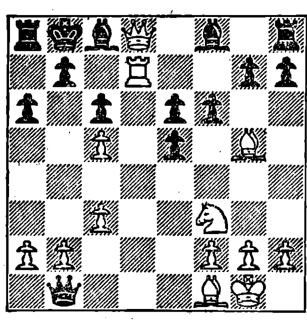
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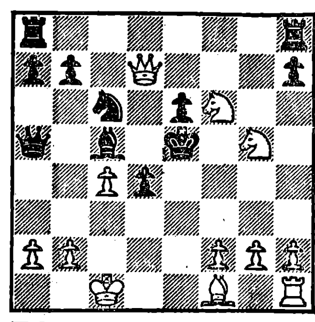
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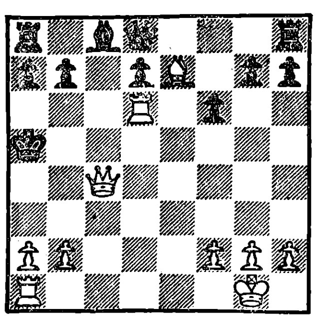


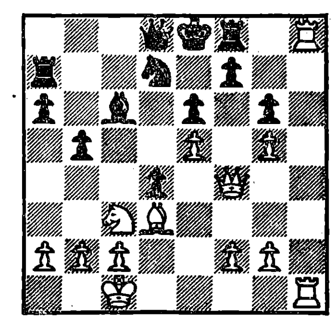
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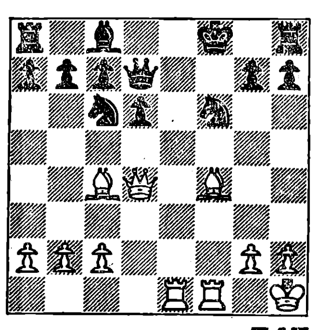


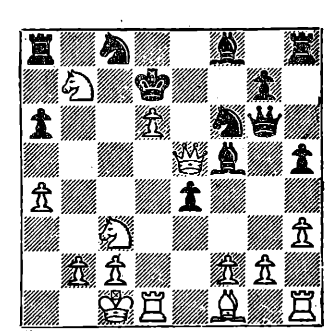
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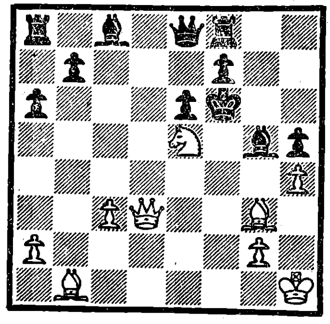
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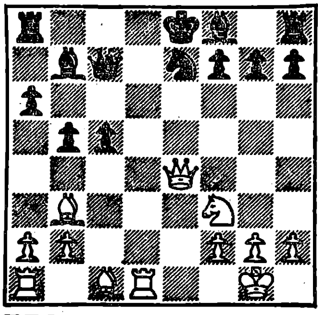

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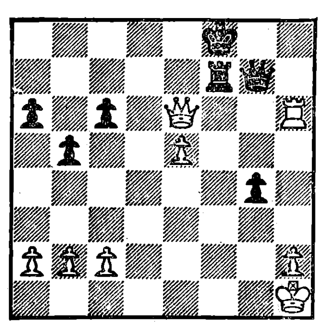

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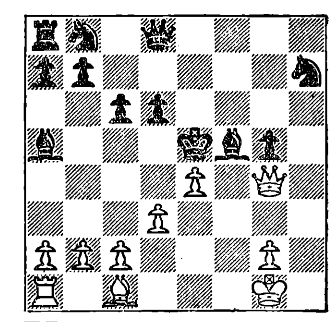

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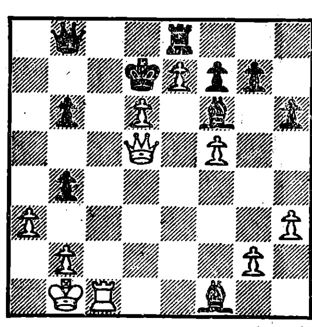

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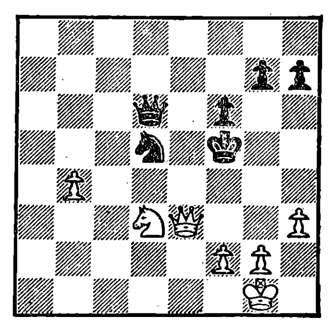

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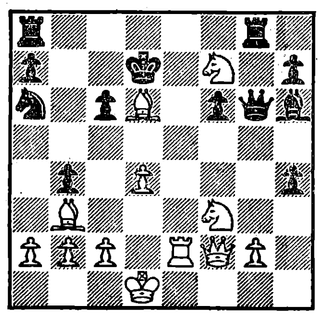
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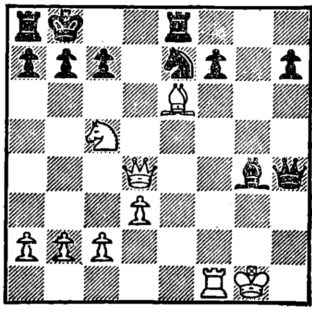

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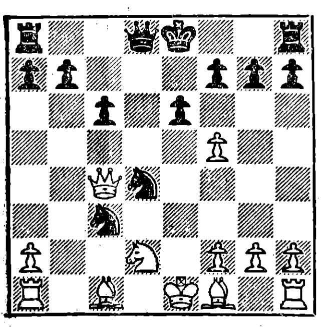

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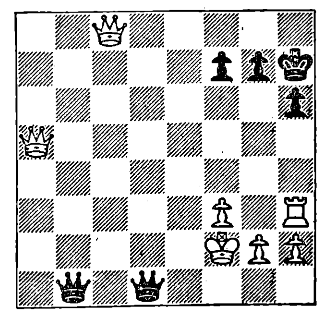

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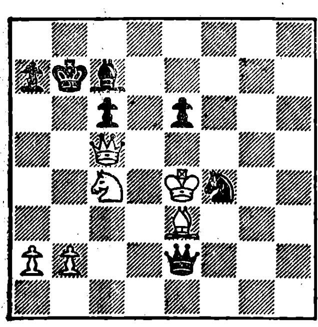


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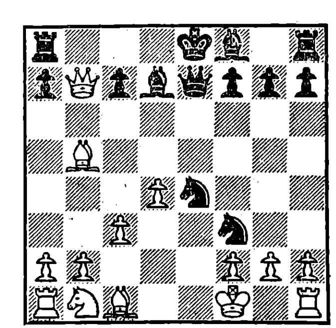




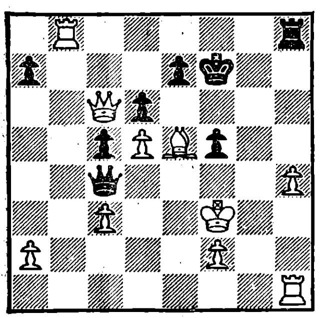
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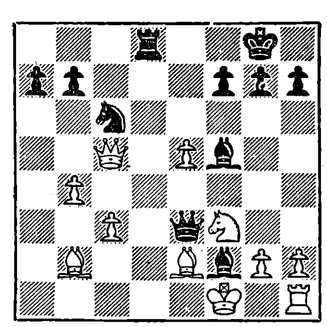
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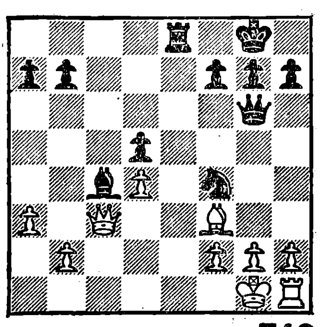


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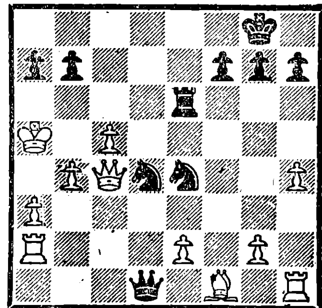


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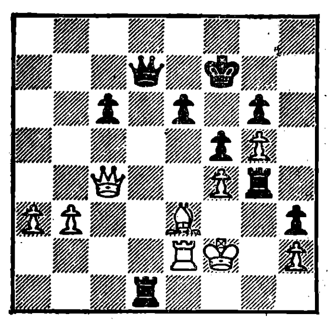
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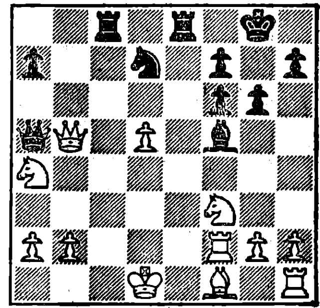
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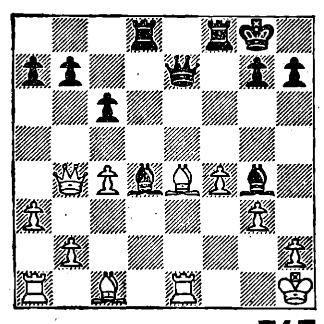
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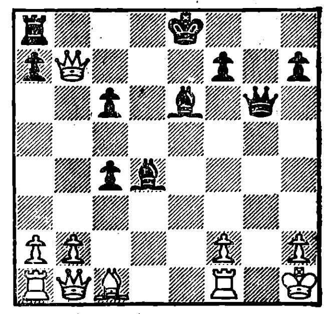
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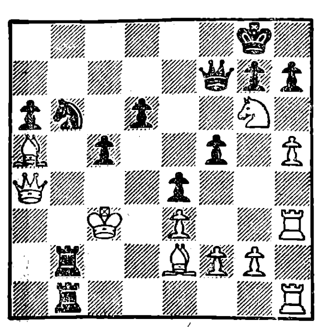


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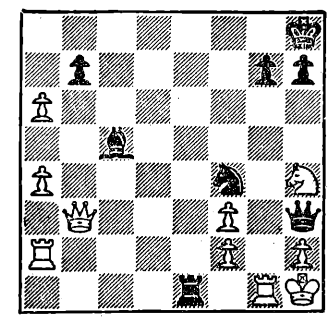


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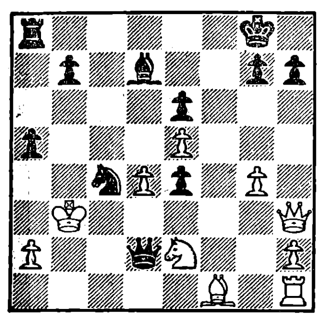
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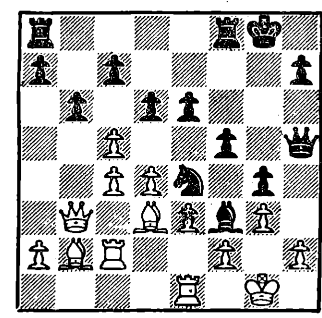
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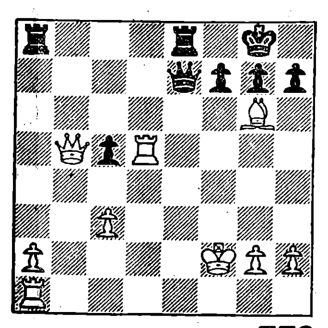
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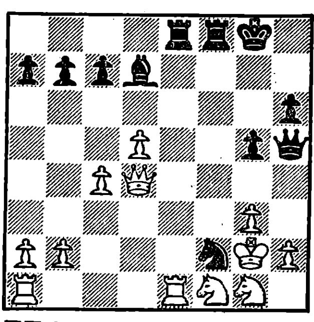
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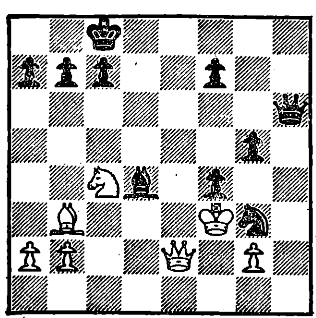


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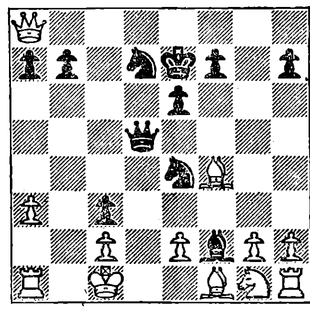


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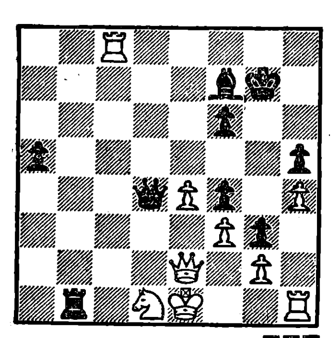
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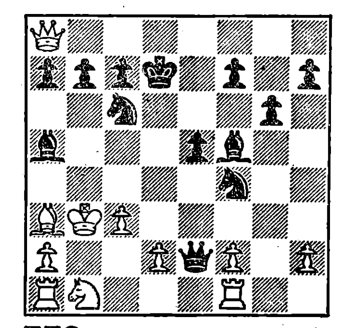
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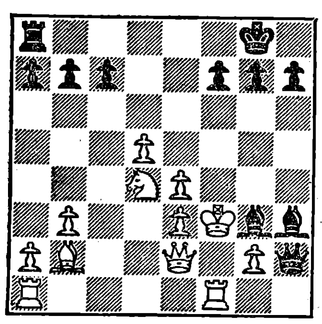
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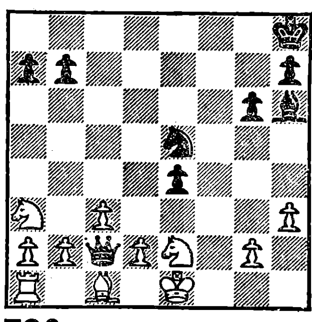
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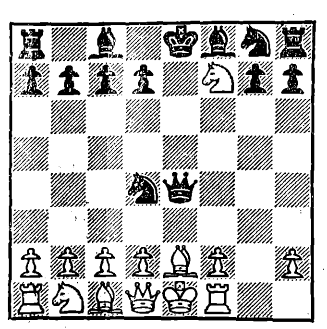


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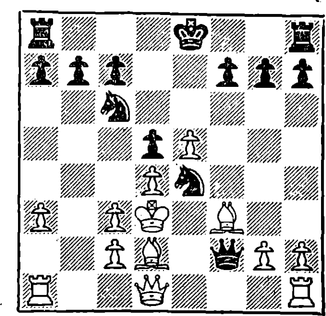


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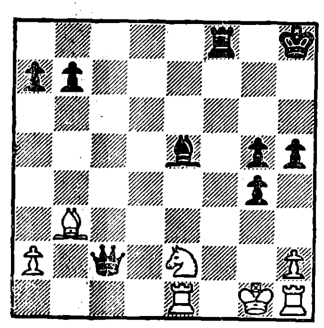
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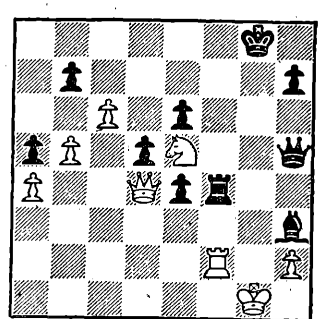
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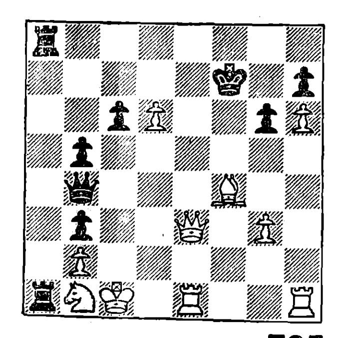
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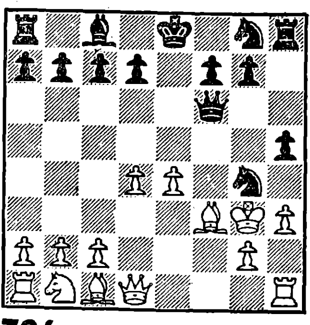
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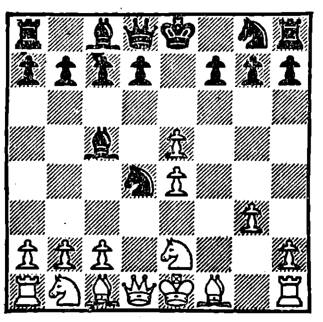


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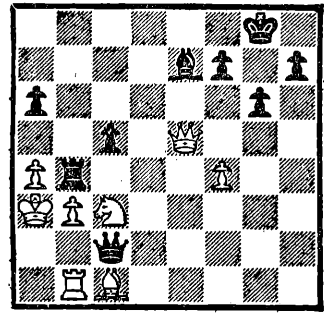


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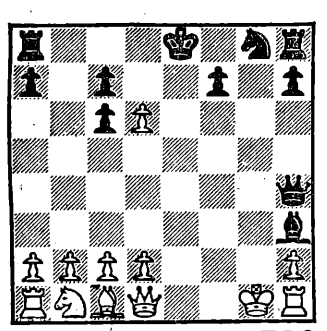
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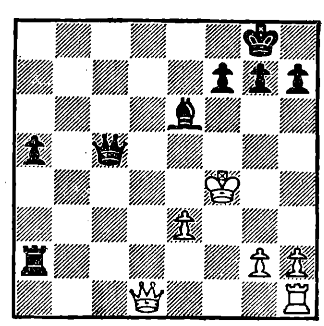
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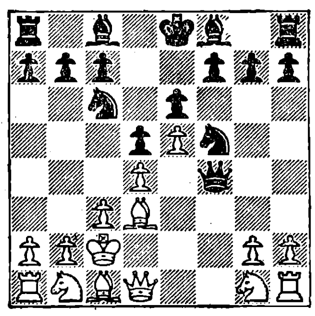
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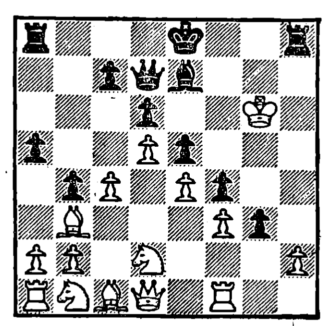
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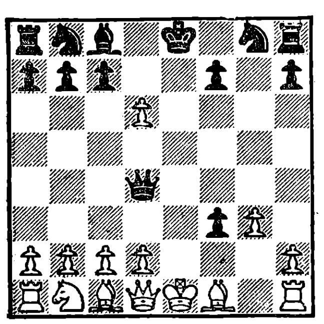


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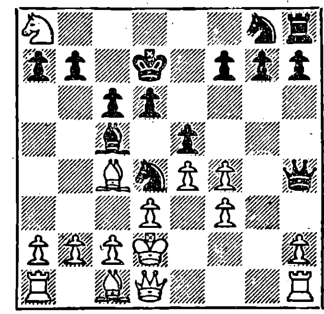


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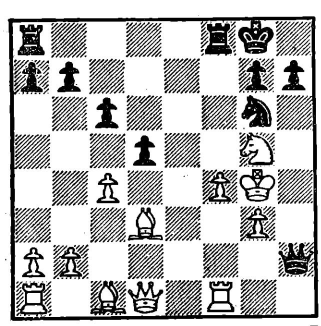
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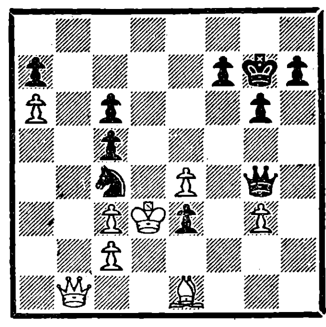
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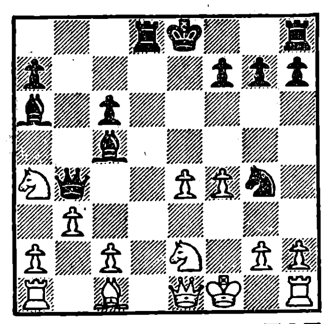
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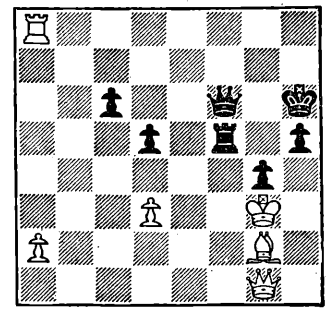
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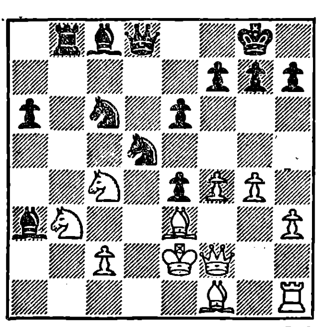


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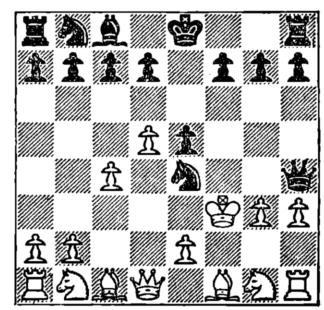


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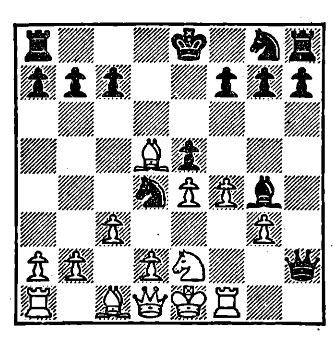
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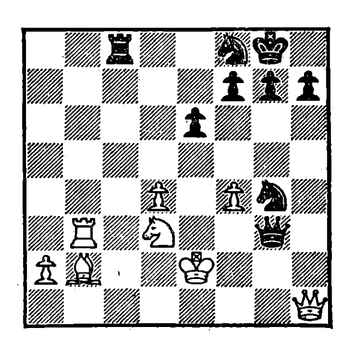
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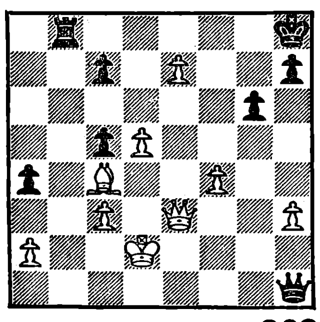
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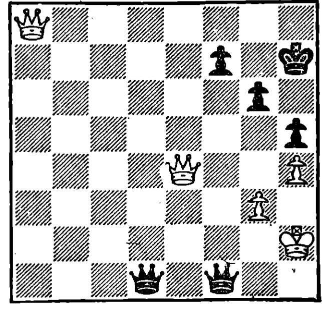
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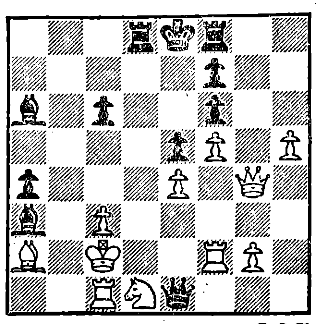


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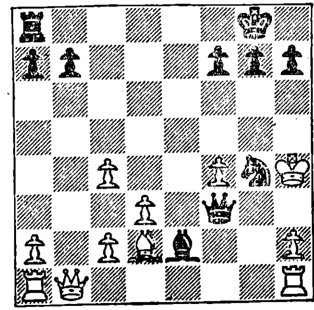


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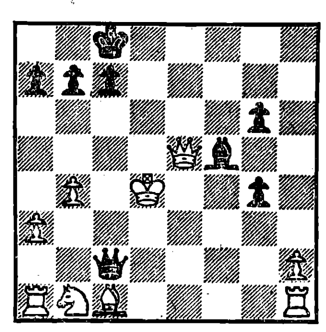
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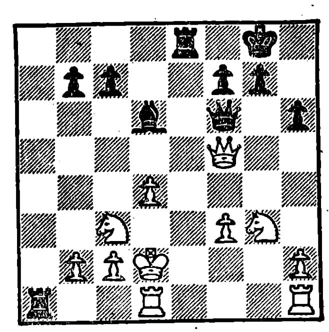
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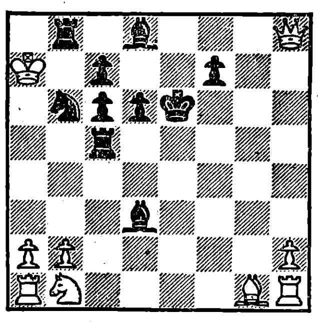
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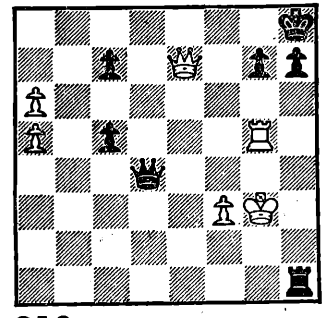
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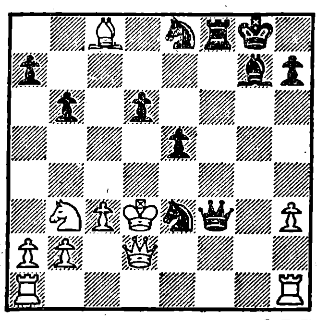


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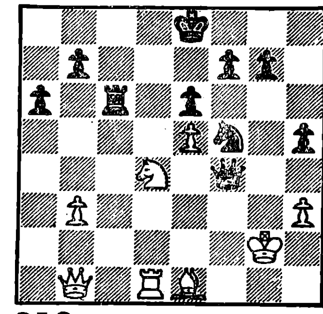


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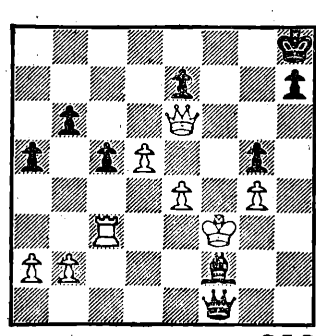
LAS NEGRAS JUEGAN



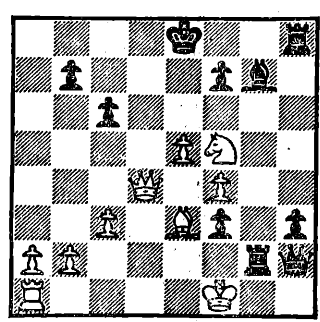
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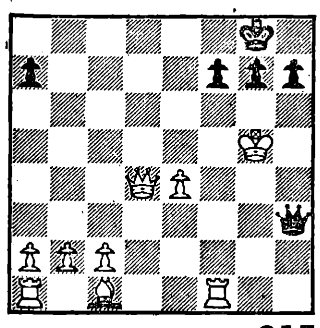
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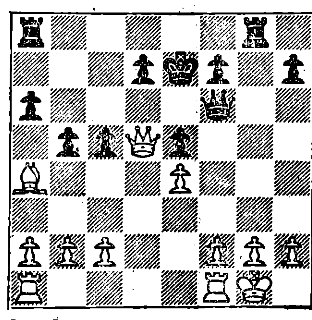
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815



816

5. JAQUE A LA DESCUBIERTA Y JAQUE DOBLE

Todo jaque doble implica un jaque a la descubierta. ¿Cómo pueden dos piezas dar jaque al mismo tiempo? La respuesta es que una de las piezas juega dando jaque y al moverse descubre la acción de otra pieza que a su vez también da jaque.

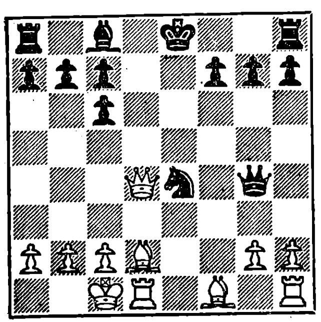
Así en el diagrama 820 cuando las blancas juegan 1. C6T, jaque doble, el Caballo, al moverse, descubre la acción de la Dama blanca, dando jaque ambas piezas simultáneamente.

Un jaque doble suele ser el comienzo de un ataque de mate, como sucede en el diagrama 821, en el que el impacto del jaque doble, aplasta toda resistencia de las negras.

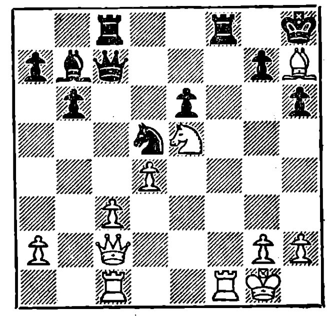
En ocasiones, el jaque doble se produce al final de la combinación. En este caso, los movimientos iniciales pueden parecer confusos y sin objeto, pero al final, el jaque doble muestra su verdadera potencia. El diagrama 822 ilustra el caso: un mortífero jaque doble fatal para el defensor.

El mejor consejo ante los ataques a la descubierta es: ¡evitarlos! Y esto es todavía más importante en el caso de los jaques dobles, los cuales con frecuencia, como se verá, conducen al mate.

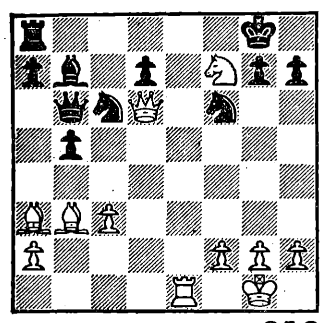
LAS BLANCAS JUEGAN



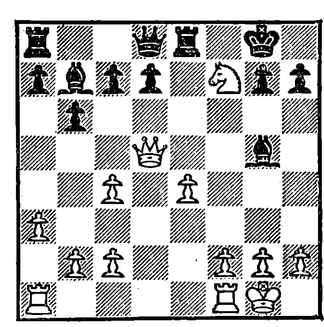
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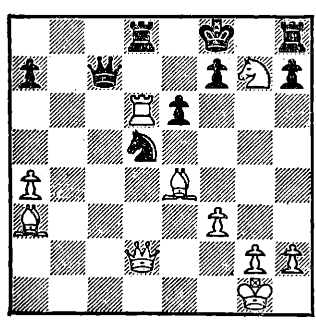
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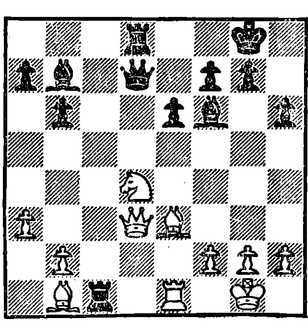
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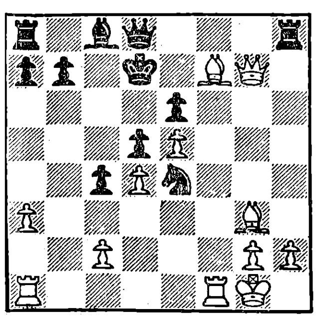


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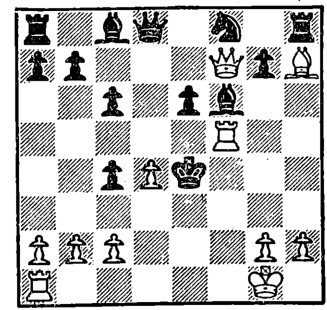


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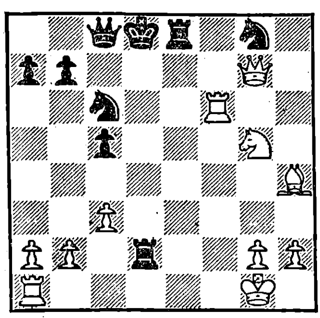
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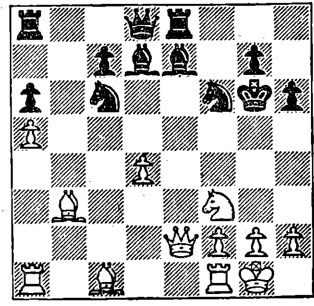
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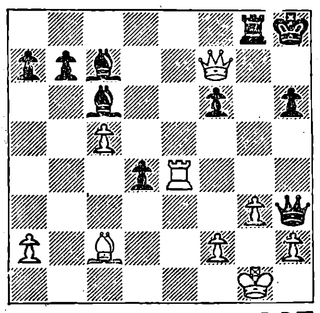
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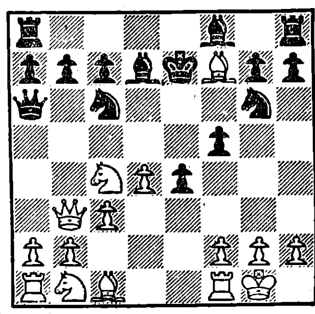
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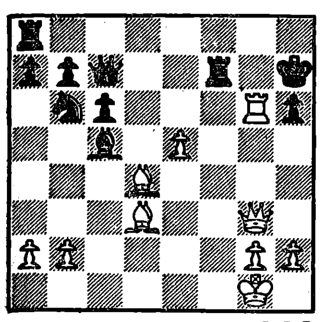


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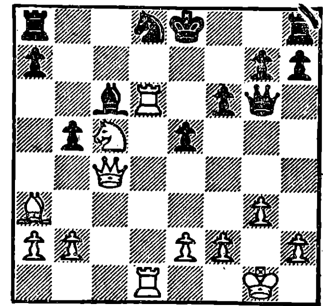


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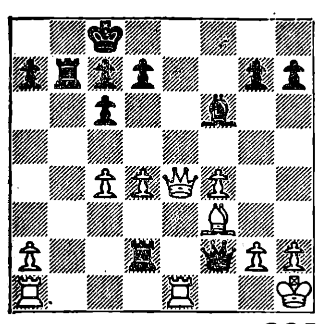
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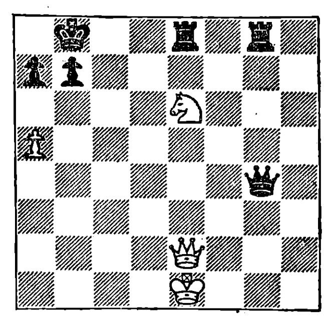
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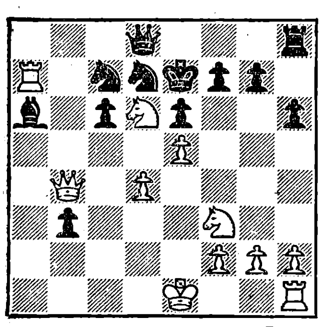
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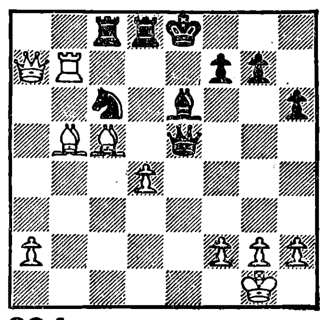
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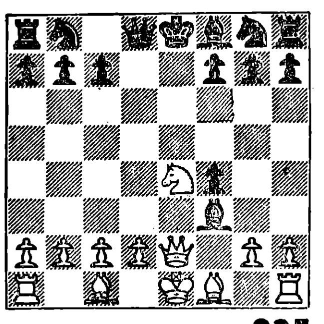


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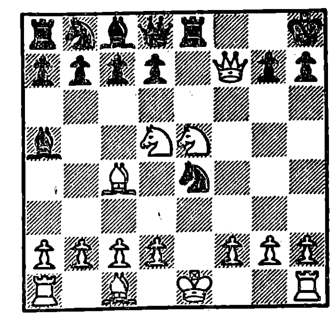


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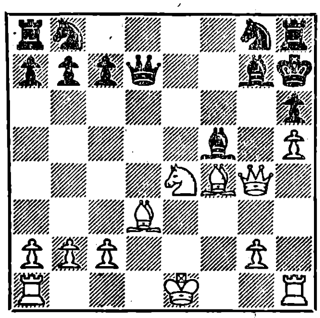
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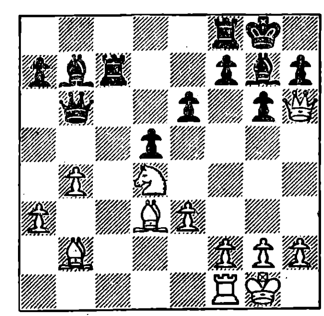
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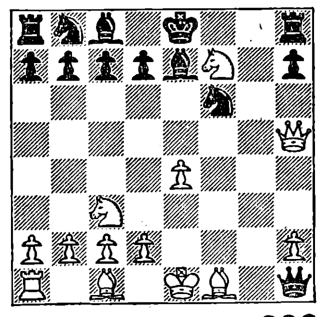
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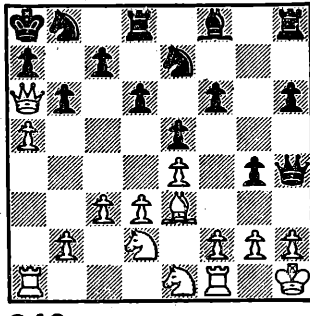
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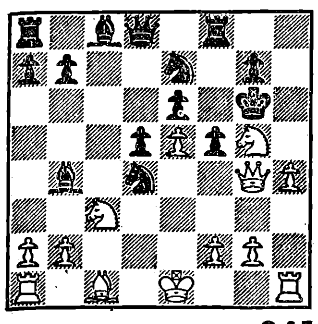


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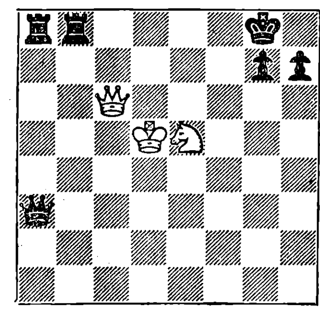


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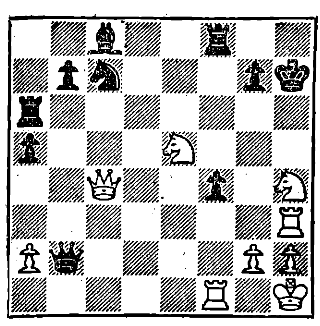
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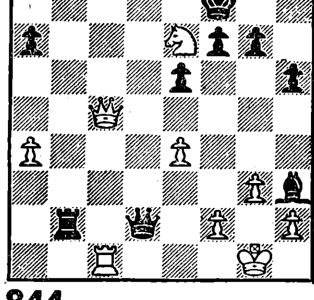
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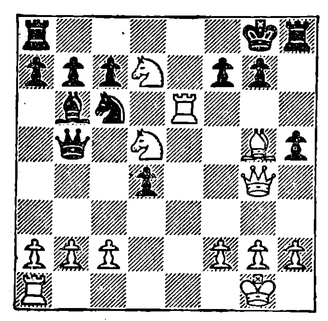
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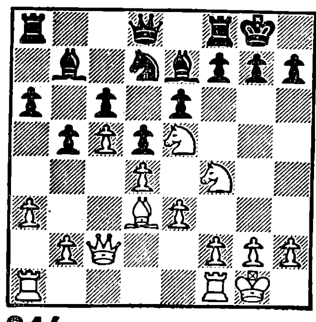
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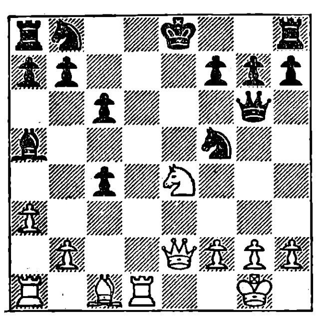


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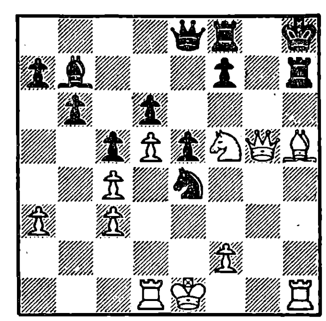


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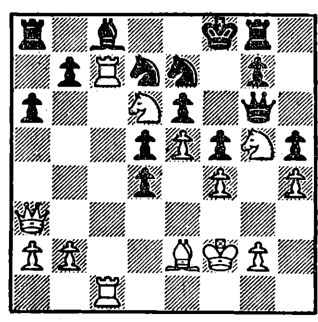
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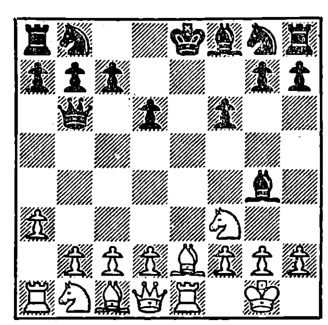
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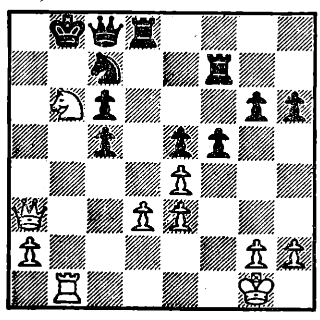
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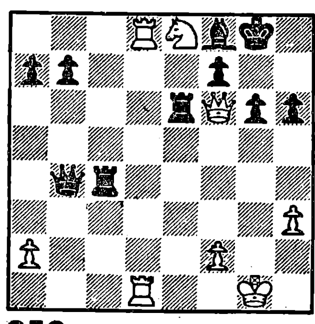
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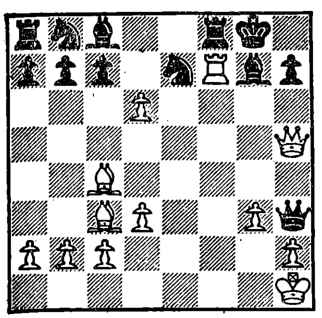


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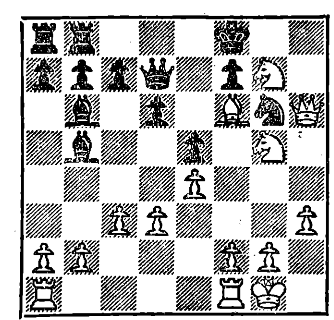


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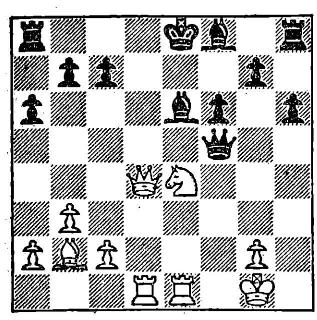
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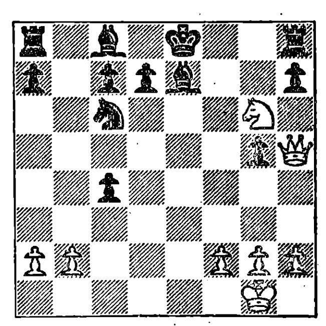
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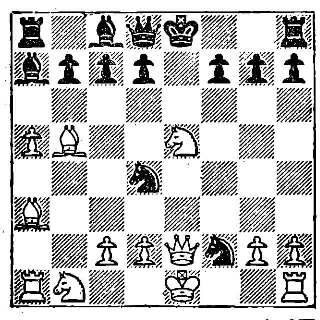
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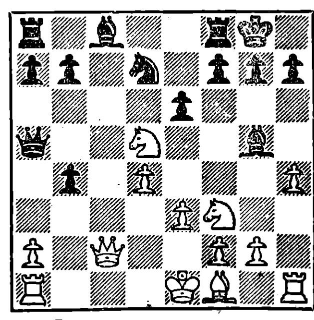
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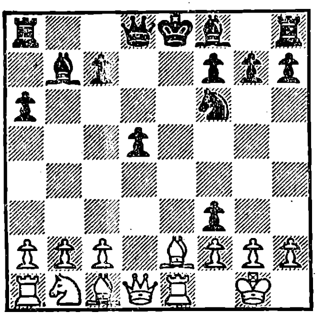


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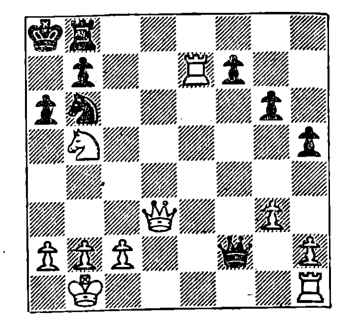


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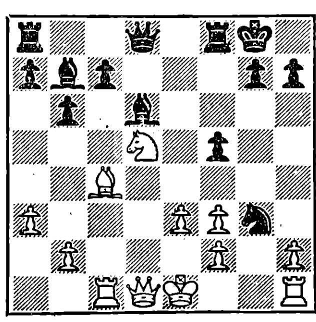
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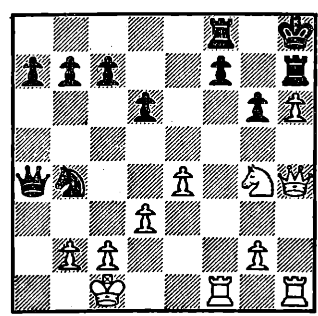
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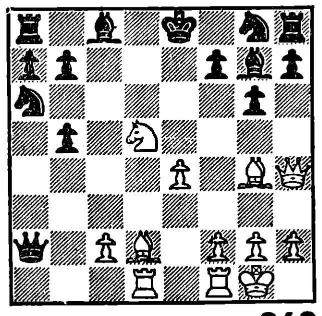
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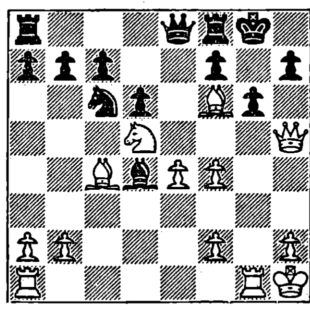
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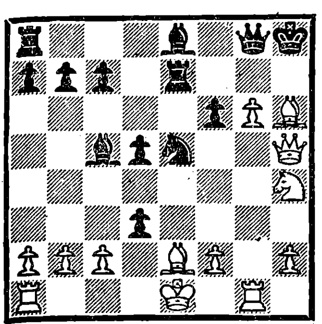


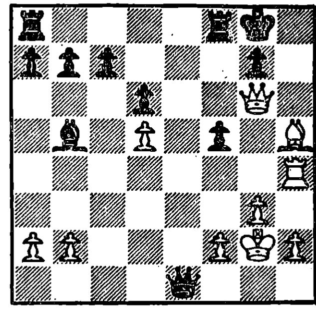
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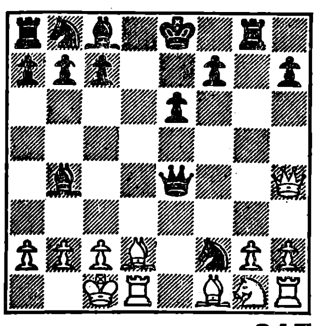


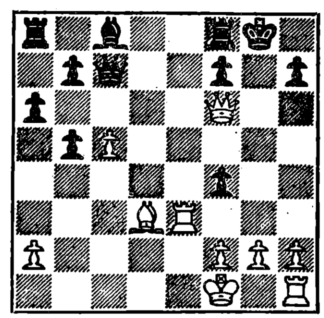
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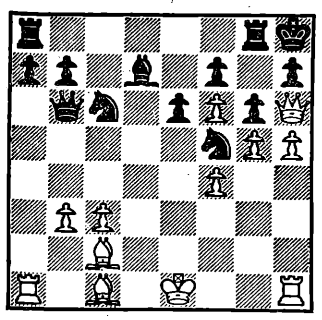
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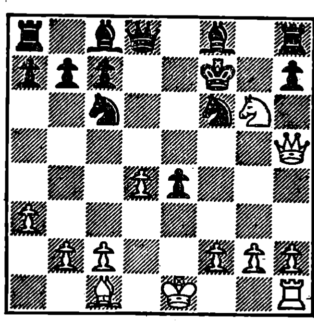

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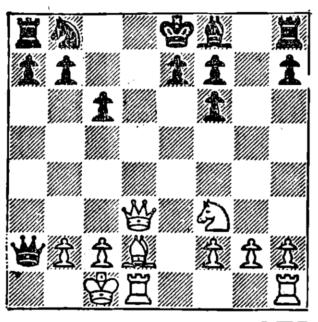

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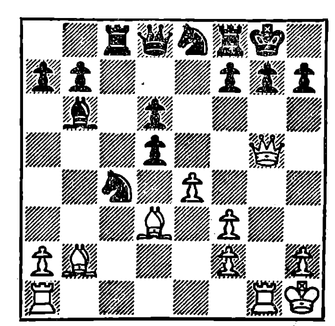

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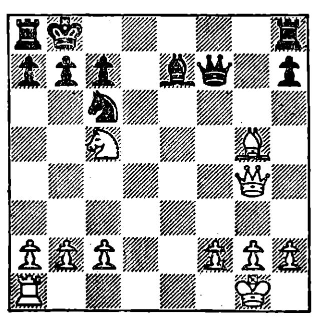
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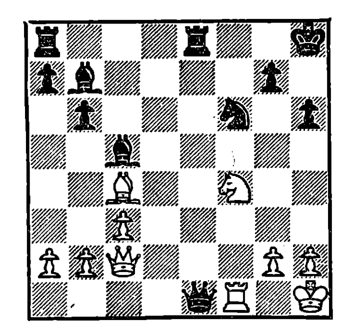
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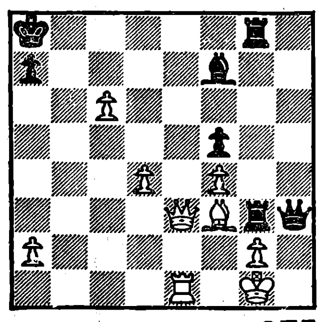
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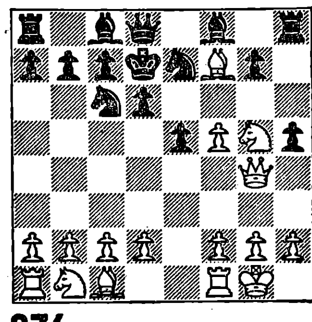
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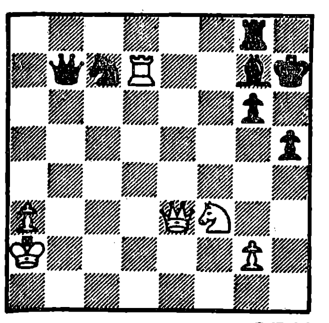


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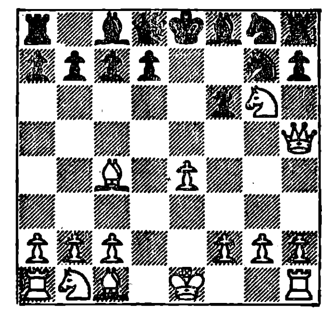


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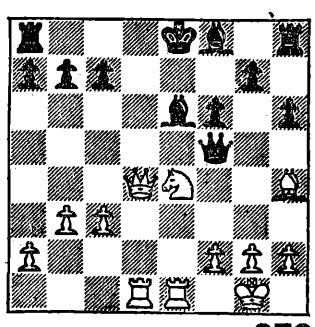
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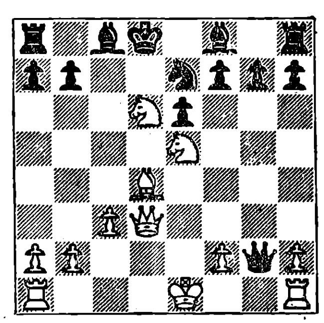
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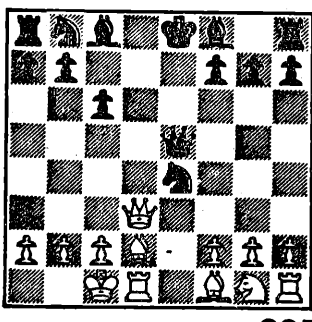
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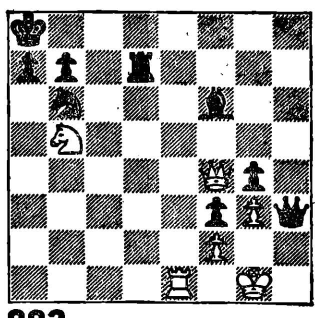
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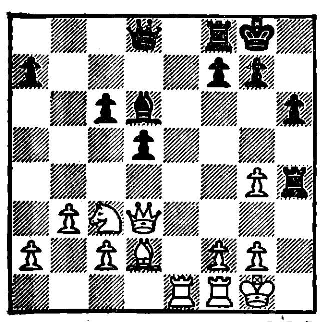


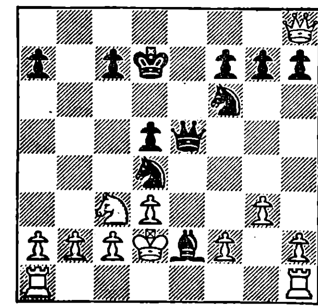
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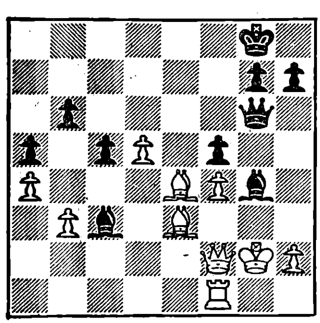


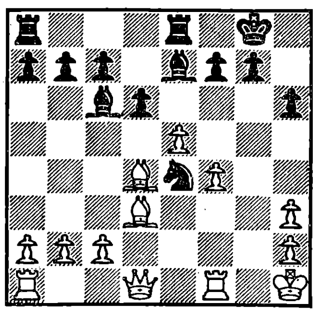
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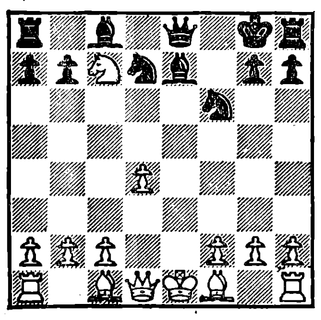
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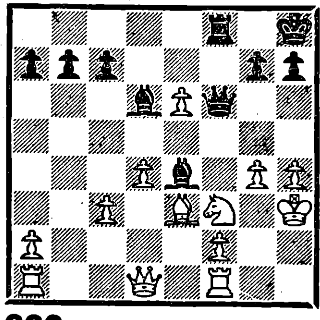

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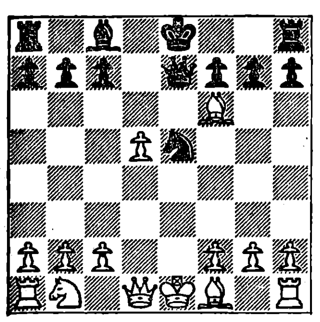

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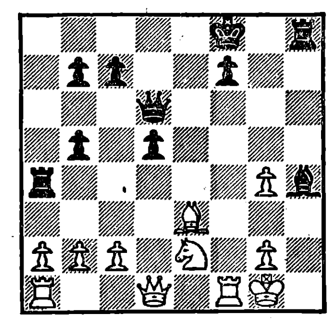

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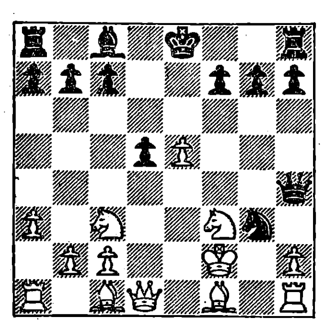
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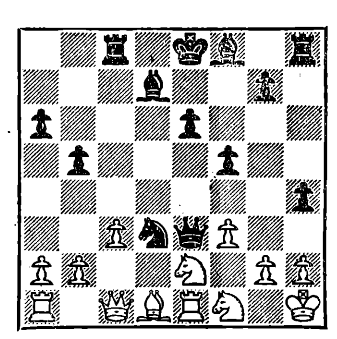
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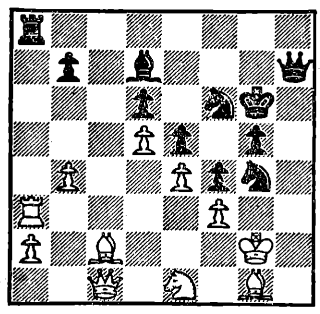
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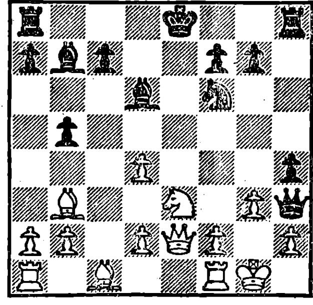
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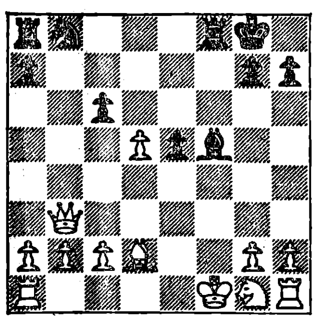


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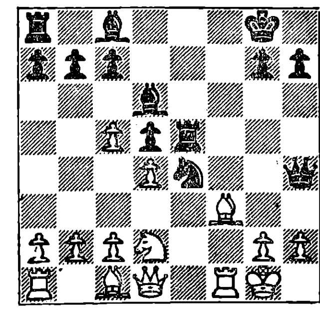


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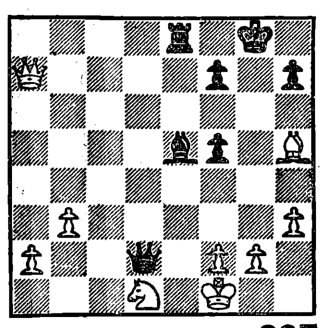
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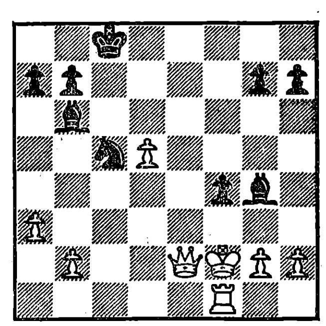
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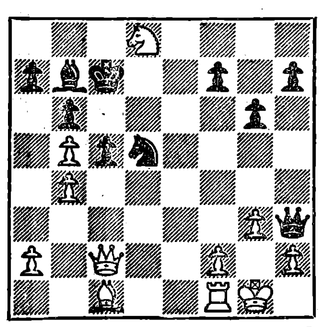
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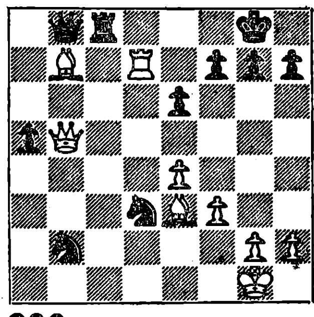
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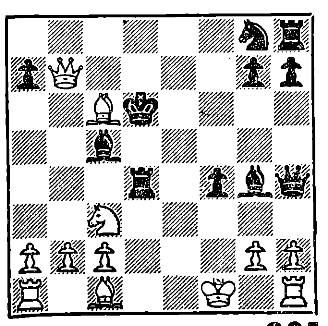


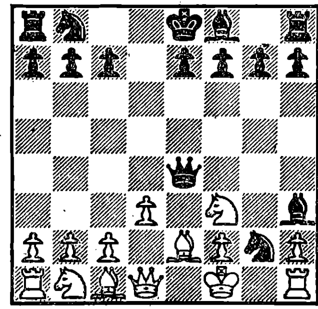
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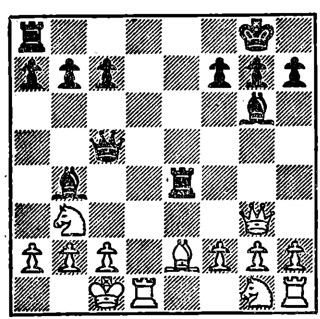


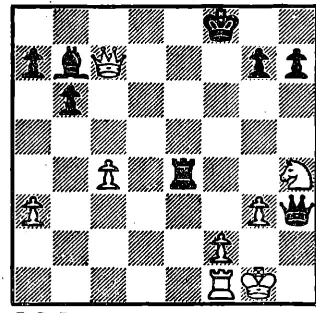
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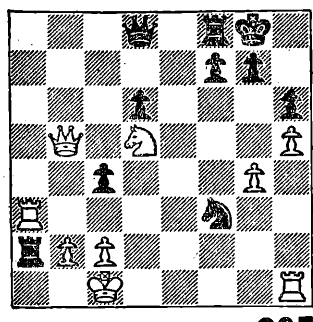
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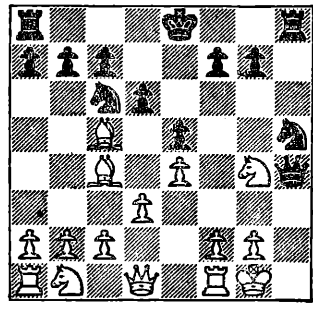

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6. CORONACION DE PEON

En ajedrez nada es tan agradable como una victoria cuya clave es una coronación de Peón. Cuando un Peón llega a la octava fila y se transforma en Dama, o en otra pieza, en la mayoría de los casos decide la partida.

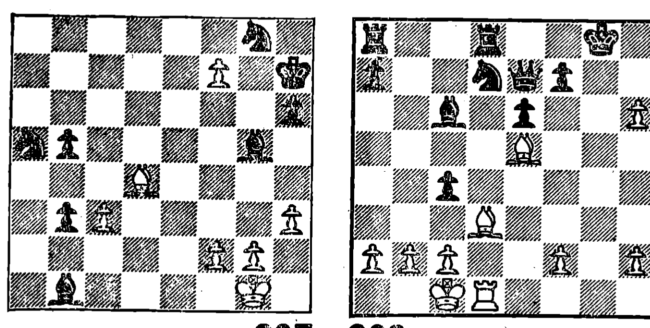
En el final, la coronación de un Peón es corrientemente la meta que se persigue para ganar la partida. Un Peón de ventaja se transforma, poco a poco, en una Dama de ventaja. Pero en el medio juego también dicha coronación puede ser la clave para alcanzar el triunfo. En el diagrama 909, por ejemplo, la coronación del Peón es un valioso eslabón en la cadena de movimientos que conducen al mate.

En el ejemplo anterior la coronación es, en realidad, un simple incidente en el proceso de dar el mate y sirve, solamente, para evitar que el Rey negro se parapete en la casilla 8TR. Pero hay otros casos en los cuales la coronación del Peón es la parte más importante del proceso de mate.

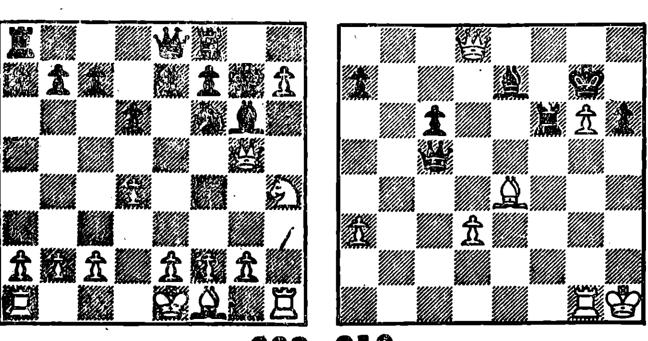
Esto está bellamente ilustrado en el diagrama 910, en donde el sacrificio de la Dama conduce a un segundo sacrificio que asegura la coronación del Peón, que rápidamente permite dar el mate.

También existe el caso interesante de la coronación del Peón que se transforma en una pieza que no es la Dama. Con frecuencia existen buenas razones prácticas para justificar esta, aparentemente, casi quijotesca clase de coronaciones. El diagrama 907 muestra un ejemplo de la eficacia de tal promoción. Sin embargo, sólo en casos muy excepcionales la coronación no es en Dama. Estas excepciones realmente son raras.

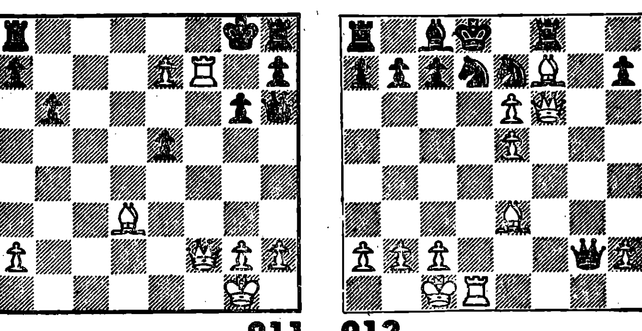
LAS BLANCAS JUEGAN



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7. VARIEDAD DE TEMAS

Hemos dado indicaciones en relación con las ideas básicas o técnicas del juego de ajedrez, que deben ser aplicadas para resolver los ejercicios propuestos en este libro. Algunas explicaciones han sido muy amplias con objeto de permitir la perfecta comprensión de los temas presentados.

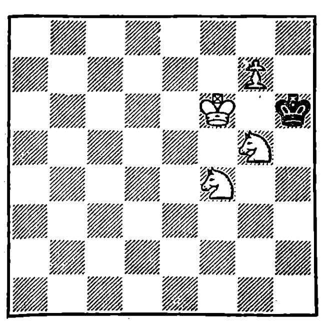
Pero en esta sección el lector debe actuar por sí mismo. Desde luego los conocimientos adquiridos le permitirán determinar la primera jugada y, en consecuencia, debe pensar hasta encontrar la continuación que conduce al mate.

Si las secciones anteriores han sido estudiadas atentamente, los diagramas de este capítulo no presentarán dificultades. Las ideas son simplemente una revisión de las presentadas hasta ahora. Por ejemplo, en el diagrama 913 el problema es de coronación. Pero, ¿qué clase de coronación? Este es el problema del lector.

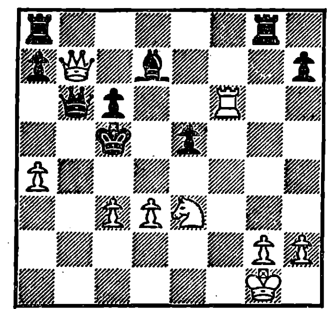
Y en el diagrama 914 vemos cómo progresa el acoso furioso al Rey. Como se sabe, este tipo de situaciones permiten con frecuencia brillantes sacrificios inmediatos o preparados. ¿Cómo?

Usted verá que los temas anteriormente planteados se presentan de nuevo al lector para su solaz.

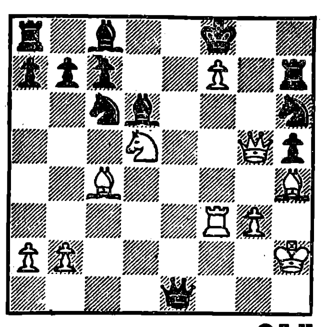
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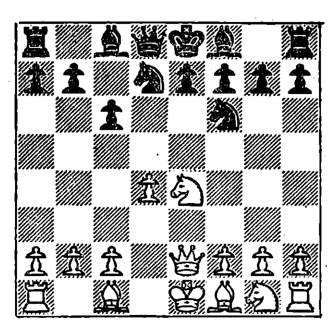
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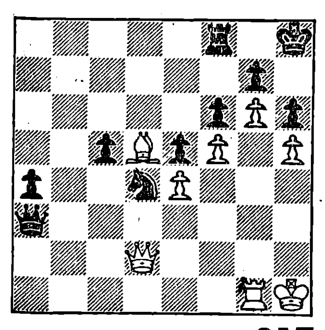
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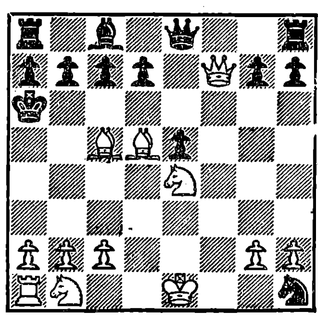
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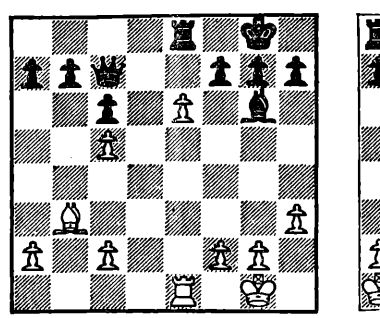


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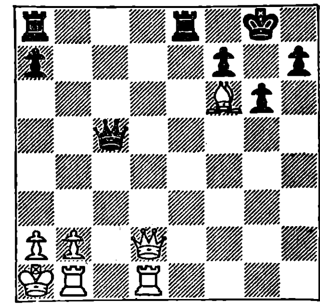


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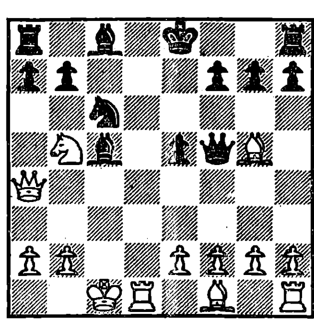
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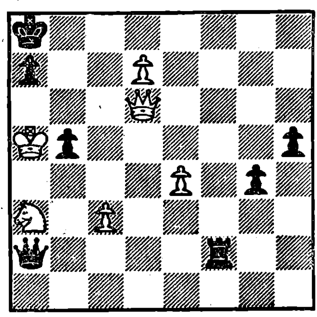
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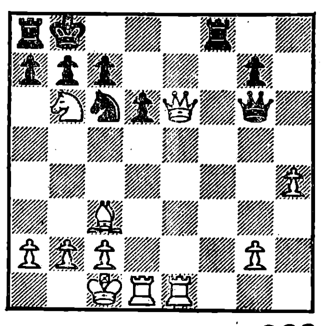
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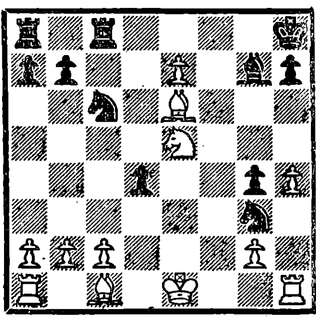
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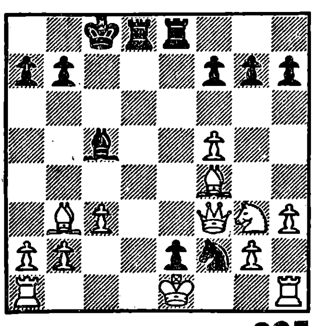


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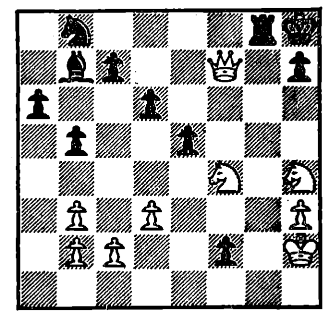


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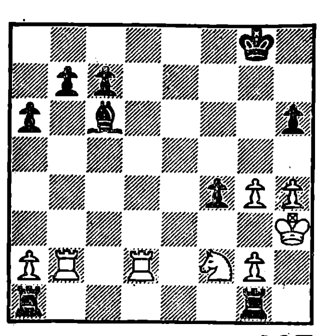
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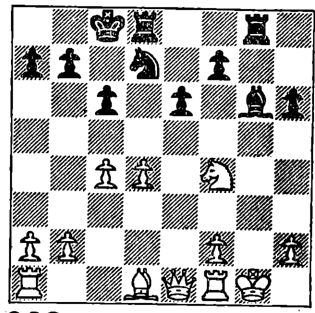
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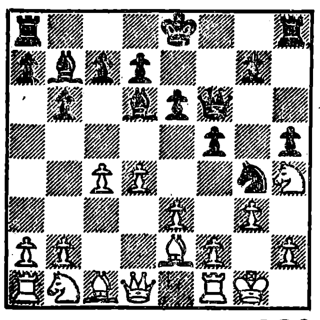
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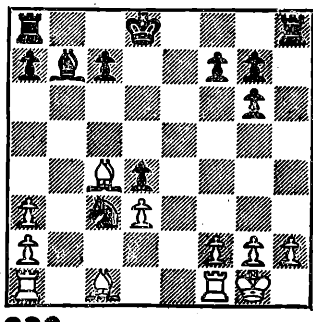
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8. PROBLEMAS COMPUESTOS

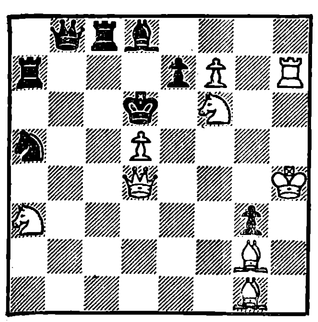
Se ha dicho que los problemas son la poesía del ajedrez. Esta es una buena descripción para estimular la imaginación del compositor que se dedica de modo exclusivo a la construcción de un problema bonito, poniendo toda su capacidad en ello. No necesita preocuparse de la penosa tarea práctica de tener que derrotar a un adversario que está dispuesto a impedirlo.

Todos los problemas que siguen comienzan con el primer movimiento de las blancas y forzando el mate en la segunda jugada. Hay que encontrar la primera jugada —la *clave*— y el resto seguirá de un modo sencillo. Por regla general, la primera jugada amenaza con un mate en la siguiente movida. Las negras pueden evitar de diferentes maneras el mate que las blancas amenazan, pero entonces sucumben mediante otras jugadas.

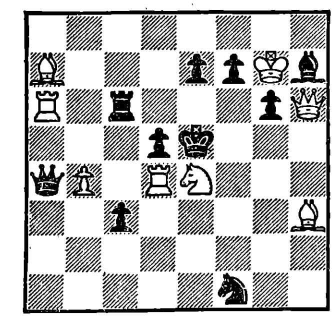
La *clave* es raramente una captura y aún más raro todavía un jaque. Sin embargo, uno o dos de los problemas siguientes comienzan de este modo. Hay que estar preparados para estas sorpresas.

La mayoría de los problemas que se presentan aquí entran dentro del campo artístico y parece que tales posiciones no se presentan en la práctica del juego. Esto es realmente cierto, pero su estudio proporcionará al lector, además de un grato entretenimiento, una clara idea de la potencia de las piezas y la demostración de los hermosos resultados que pueden obtenerse valiéndose de una economía de fuerzas y de la maniobra más eficaz, según la posición, realizada con una hábil coordinación de piezas.

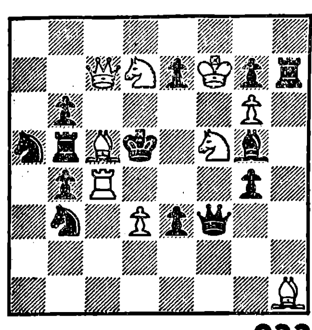
LAS BLANCAS JUEGAN



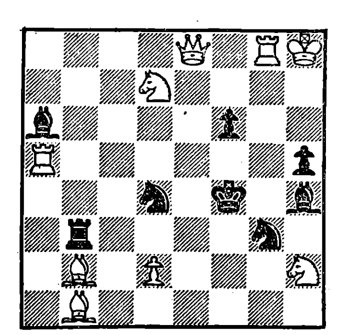
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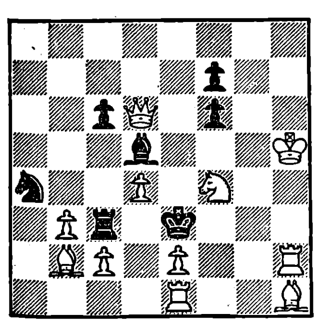
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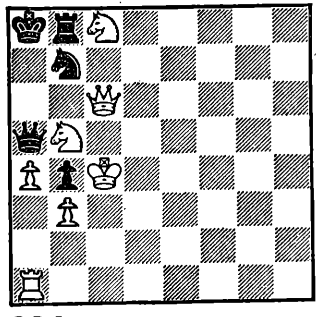
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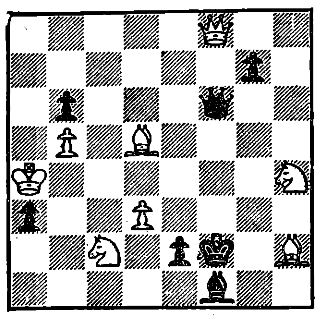


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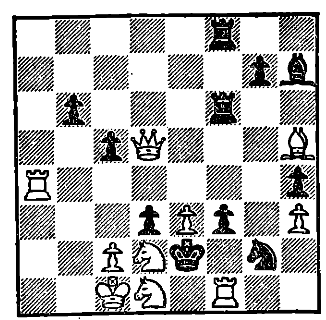


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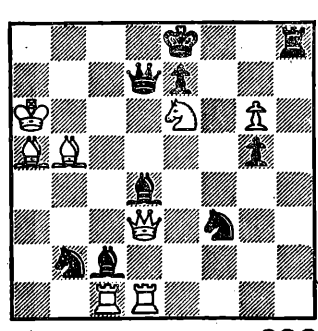
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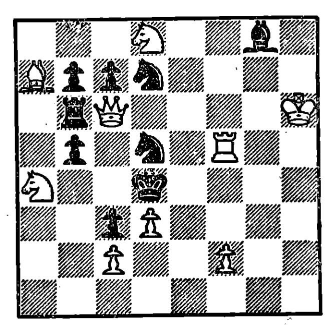
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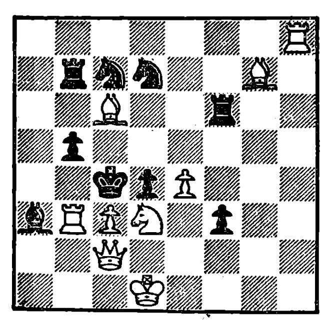
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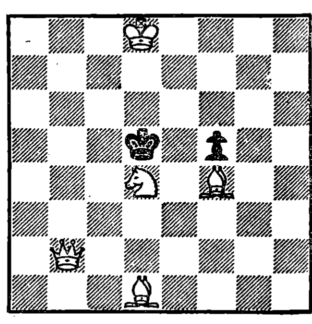
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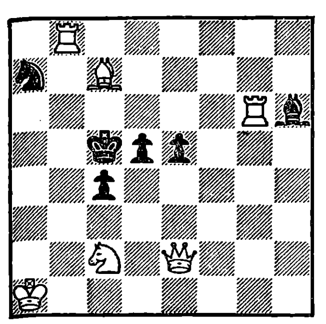


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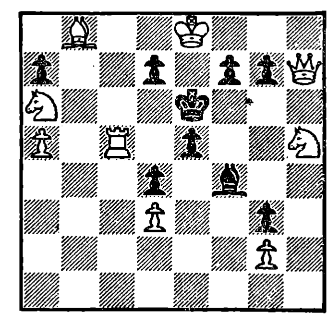


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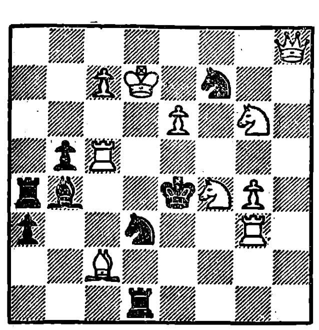
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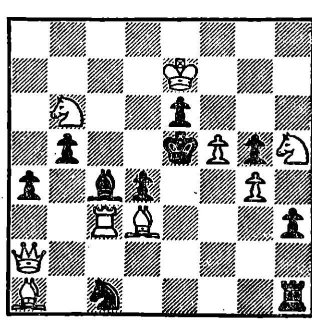
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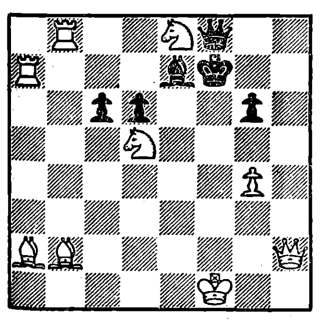
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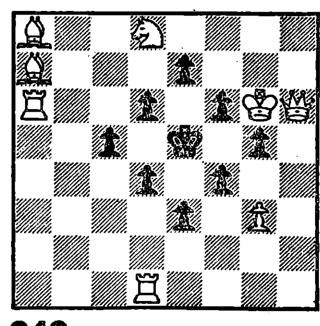
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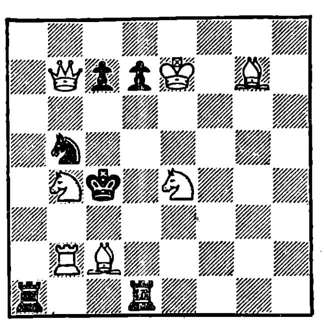


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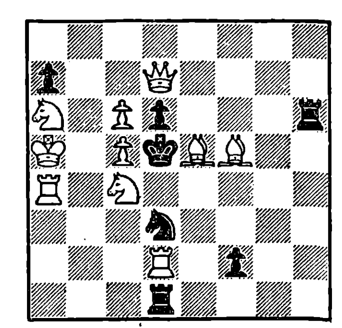


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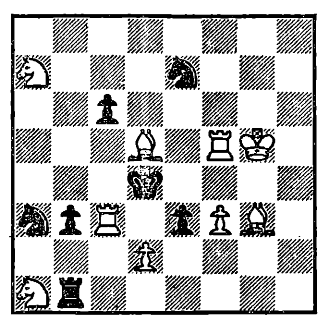
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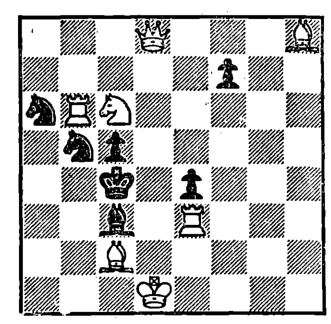
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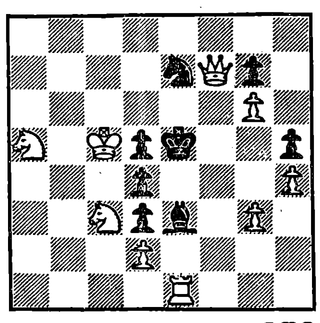
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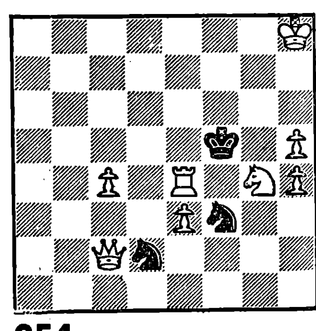
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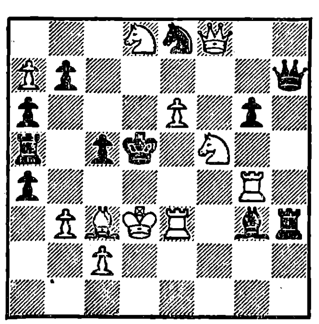


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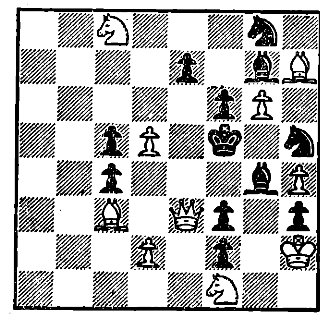


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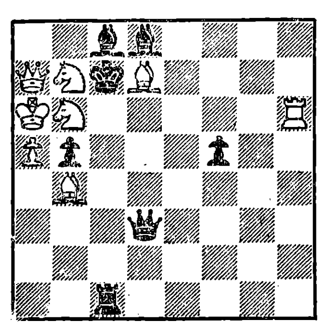
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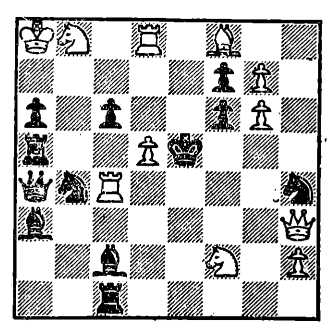
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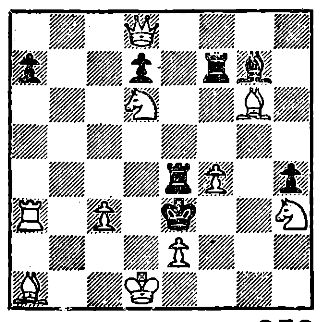
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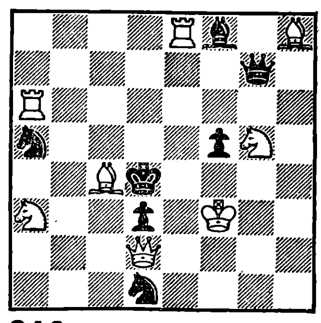
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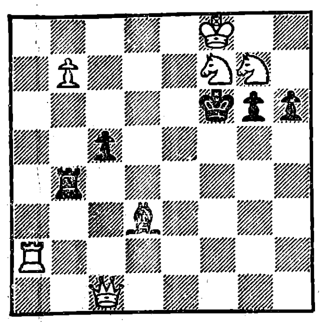


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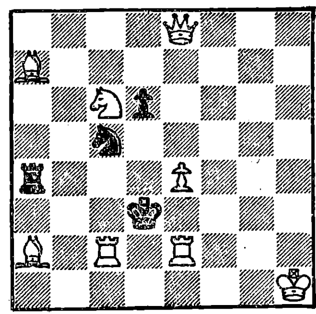


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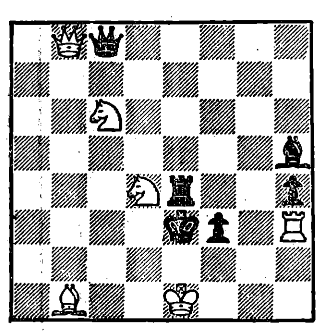
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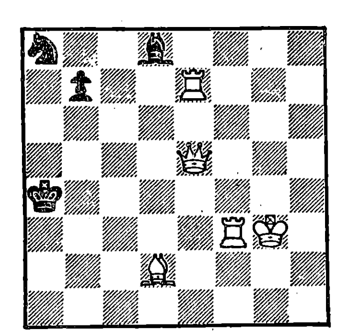
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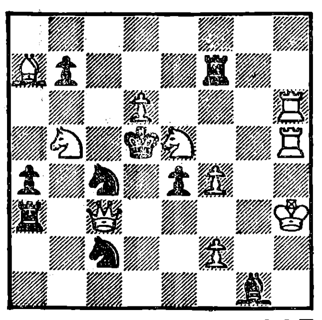
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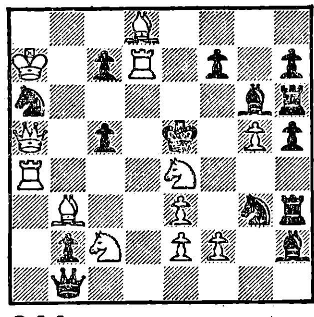
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964

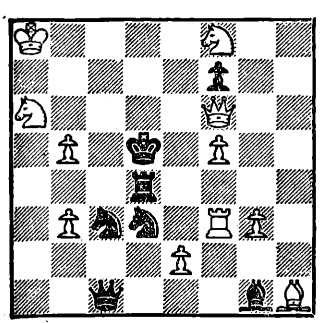


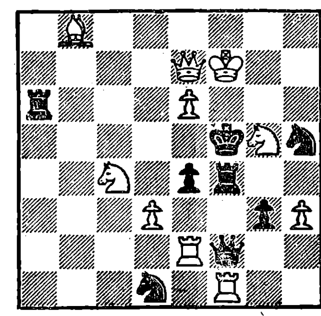
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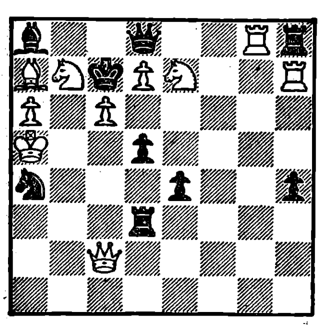


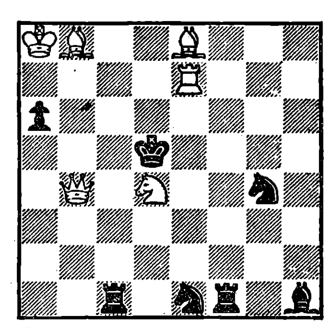
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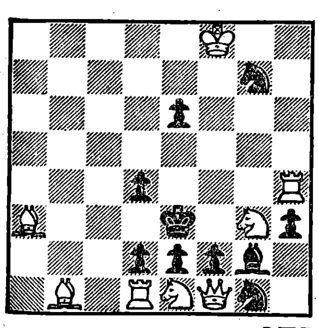
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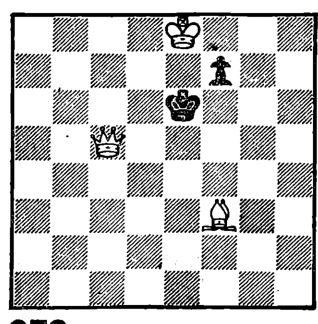

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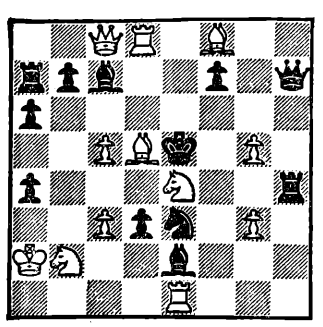

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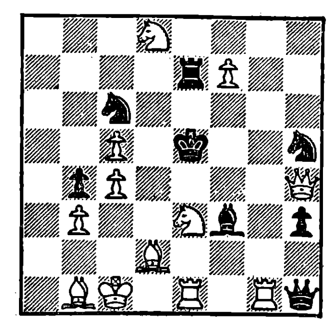

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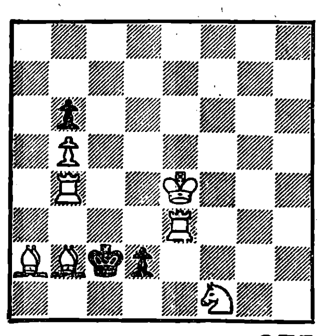
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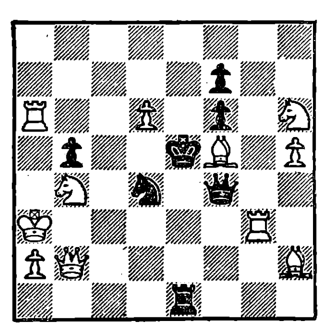
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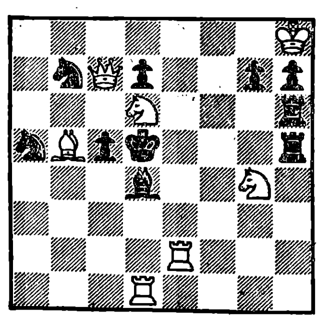
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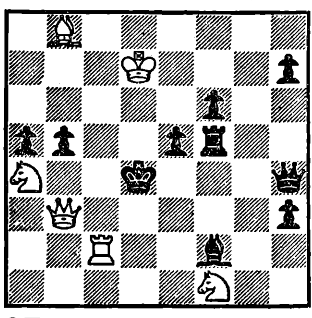
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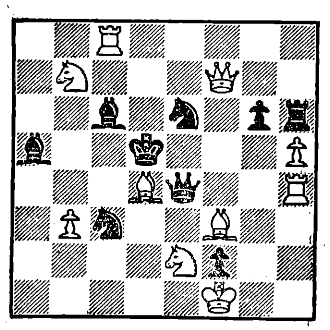


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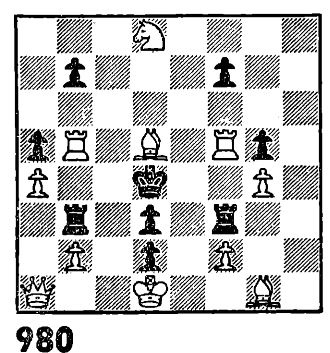


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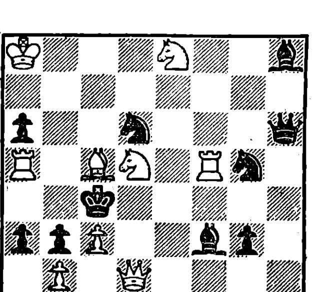
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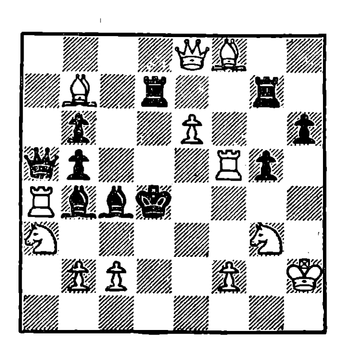
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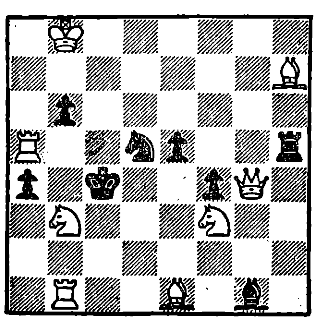
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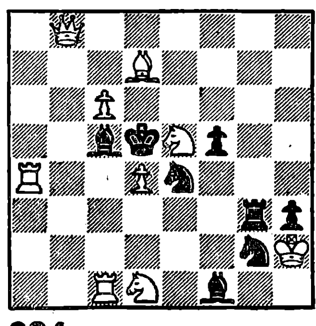
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982

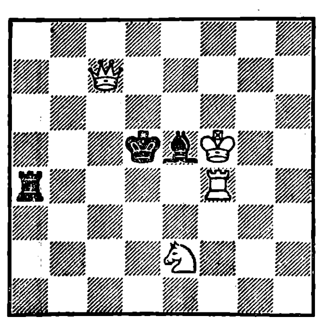


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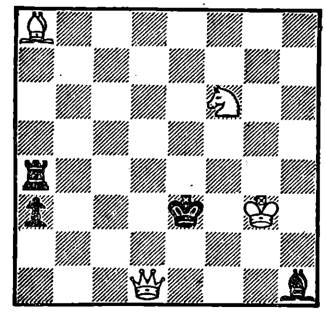


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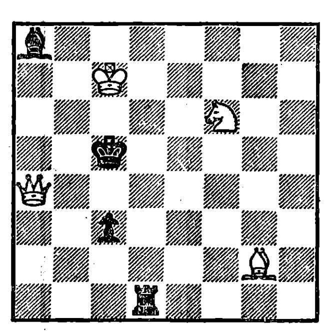
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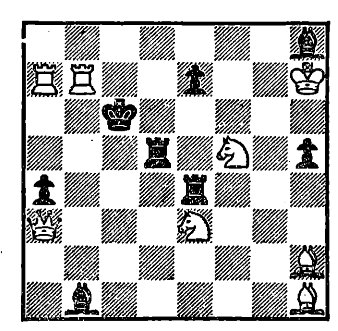
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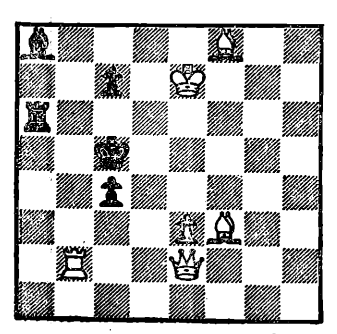
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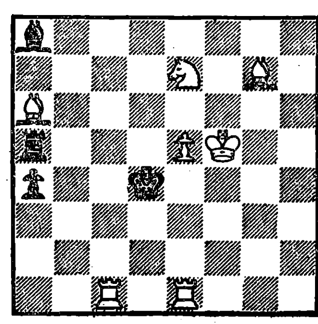
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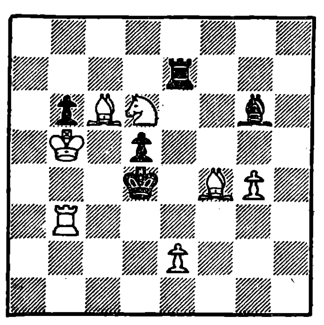


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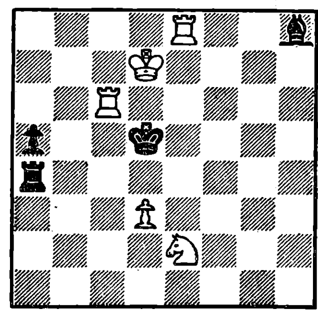


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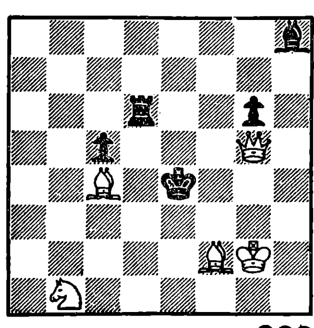
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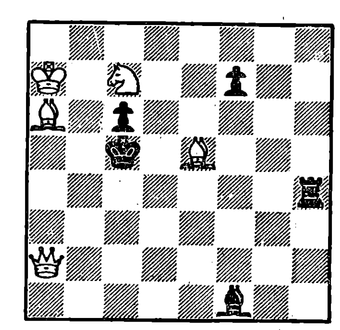
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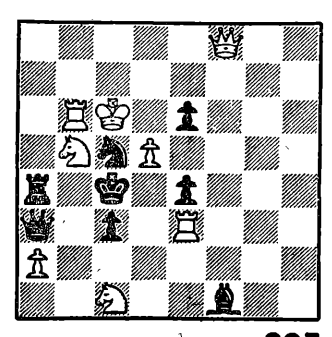
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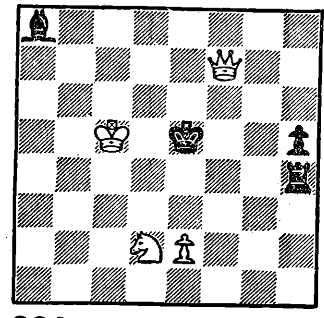
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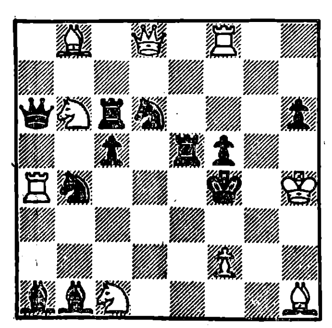


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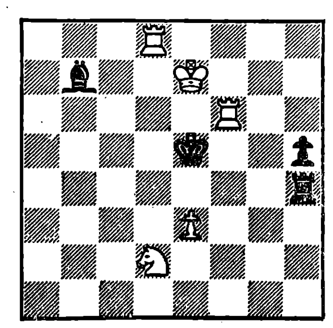


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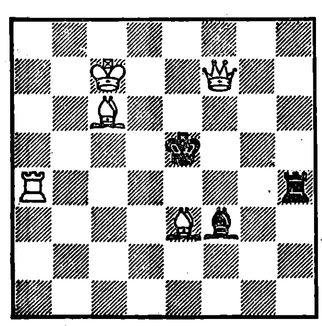
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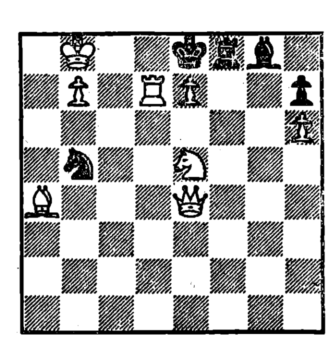
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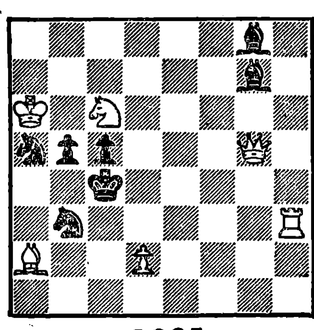
998



999



1000



1001

SOLUCIONES

1

1. D×PAj!, T×D; 2. T8Rj, T1A; 3. T×Tj, R×T; 4. T8R mate.

2

1. D×PAj!, C×D; 2. A×C mate.

3

1. D×Pj!, T×D; 2. A6C mate.

4

1. C7Aj, R1A; 2. D8Dj!, A×D; 3. T8R mate.

5

1. T8A!, T×T; 2. T×T, A×T (O 2. ...D×T; 3. D7R mate.); 3. D×D mate.

6

1. D×Aj!, R×D; 2. A2R mate.

7

1. D×Pj!, R×D; 2. A4ARj, R2D; 3. A6R mate.

8

1. D1Rj!, T×D; 2. P3CR mate.

9

1. T8Aj!, D×T; 2. D×Pj!, T×D; 3. T×T mate.

10

1. D6Tj!, T×D; 2. A×Tj, R2T; 3. A8A mate.

11

1. D×PTj!, R×D; 2. T4Tj, R1C; 3. T8R mate.

12

1. D×Pj!, R×D; 2. T2TDj, D5T; 3. T×D mate.

13

1. D×Cj!, R×D; 2. C3Aj, R4A; 3. T1AR mate.

14

1. D6Dj!, CR2R; 2. D8Dj!, C×D; 3. T×C mate.

15

1. D×Cj!, R×D; 2. T1Dj, R1A; 3. T8Aj, D1R; 4. T×Dj, A1D; 5. T×A mate.

16

1. D8Rj!, C×D; 2. T8A mate.

17

1. D4Cj!, A×D; 2. A7A mate.

18

1. D×Pj!, R×D; 2. P8T(=D)j!, T×D; 3. T5CRj, R1A; 4. T×Tj, C1C; 5. T×C mate.

19

1. D×Pj!, T×D; 2. T8C mate.

20

1. A8Aj desc., A4T; 2. D×Aj!, P×A; 3. T6T mate.

21

1. D×Cj!, T×D; 2. P×PAj, R2R; 3. A5A mate.

22

1. C6R!, T×A (Si 1. ...D×D; 2. A7C mate.); 2. P5Cj, D×P; 3. D×D mate.

23

1. D×Pj!, R×D; 2. T4T mate.

24

1. D8Tj!, R×D; 2. T8Aj, R2T; 3. C5Cj, R3T; 4. C7Aj, R2T; 5. T8TR mate.

25

1. D×Pj!, P×D; 2. A5Rj, T3A; 3. A×T mate.

26

1. D7Rj!, T×D; 2. C6A mate.

27

1. D8Dj!, A×D; 2. T8R mate.

28

1. D7Rj, R3T; 2. D×PTj!, R×D; 3. T(1R)7Rj, R3T; 4. T8TR mate.

29

1. D×Pj!, R×D; 2. T5TRj, R2C; 3. A6Tj, Rey juega; 4. A8A mate.

30

1. D×PTj!, P×D; 2. T×Pj, T2T; 3. A×P mate.

31

1. D5Tj!!, C×D; 2. P×Pj doble, R3C; 3. A2Aj, R4C; 4. T5Aj, R3C; 5. T6Aj doble, R4C; 6. T6Cj, R5T; 7. T4Rj, C5A; 8. T×Cj, R4T; 9. P3C!, cualquier jugada; 10. T4T mate.

32

1. D×P!, P×D; 2. A7T mate.

33

1. D7Aj!, C×D; 2. C6R mate.

34

1. D5Aj!, C×D; 2. P6R mate.

35

1. D×PCj!, R×D; 2. T4CRj, R1T; 3. A6A mate.

36

1. D×Tj!, C×D; 2. T×C mate.

37

1. D5C!, T1CR (Si 1. ...P×D; 2. T3T mate.); 2. D×PTj!, P×D; 3. T×T mate.

38

1. C6A!, C×D (Cualquier otra jugada tampoco evita el mate.); 2. T×P mate.

39

1. D6Cj!, P×D; 2. A×PCDj, R1A; 3. T7ADj, R1D; 4. T7Aj desc., R1A (Si 4. ...R1R; 5. T7R mate.); 5. T×Tj, D1R; 6. T×Dj, R2D; 7. T8D mate.

40

1. D8Cj!, T×D; 2. C7A mate.

41

1. C8A!!, T×C (Si 1. ...D×D; 2. T8C mate, o 1. ...D×C; 2. T8Cj!, D×T; 3. D6ARj y mate en la próxima jugada.); 2. T8Cj!, T×T; 3. D×Dj, T2C; 4. D×T mate.

42

1. D×Pj!, P×D; 2. A4Dj, A4R; 3. A×Aj, T3A (O 3. ...T2C; 4. T×C mate.); 4. A×T mate.

43

1. D×Pj!, R×D; 2. T4TRj, R1C; 3. T8T mate.

44

1. T8Tj, R2A; 2. D×Cj!, R×D; 3. T(1T)7T mate.

45

1. A×P, D2A; 2. D8Tj!, A×D; 3. T×A mate.

46

1. D×PTj!, C×D; 2. T8Dj, D1R; 3. T×Dj, C1A; 4. T8Tj!, R×T; 5. T×C mate. O 4. A7Tj, R1T; 5. T×C mate.

47

1. D×Tj!, R×D; 2. A6Aj, R1C (O 2. ...D2C; 3. T8R mate.); 3. T8R mate.

48

1. D7Aj!!, C×D; 2. P6Rj, D×P; 3. C5Aj, R1D; 4. C×Dj, R2D; 5. C5Aj, R1D; 6. C7Cj, R2D; 7. A3Tj, P4A; 8. A×P mate.

49

1. D×PRj!, P×D; 2. T6R mate.

50

1. D×Pj!, R×D; 2. T5TR mate.

51

1. D×Cj!, P×D; 2. C×Pj, T×C; 3. T8D mate. Las blancas pueden también empezar la combinación con 1. C×Pj.

52

1. C7Aj, T×C (Si 1. ...R1C; 2. C×Dj doble, R1T; 3. D8Cj!, T×D; 4. C7A mate.); 2. D8Aj!, A×D; 3. T×Aj, T1A; 4. T×T mate.

53

1. D×Tj!, R×D; 2. T8D mate.

54

1. D8Dj!, R×D; 2. T8A mate.

55

1. D7Rj!, A×D; 2. T4D mate.

56

1. D8Rj!, C×D; 2. A5Dj, A3R; 3. A×Aj, R1T; 4. T8A mate.

57

1. D×PCj!, R×D; 2. TR1Cj, R1A; 3. A×C, D6T; 4. T8Cj!, R×T; 5. T×D, cualquier jugada; 6. T8T mate.

58

1. D×Tj!, R×D; 2. T8C mate.

59

1. D×Cj!, R×D; 2. C6Tj, R1A; 3. T8Cj, R2R; 4. T7Cj, R1A; 5. T7A mate.

60

1. D×Cj!, D×D; 2. T×P mate.

61

1. D×Cj!, T×D; 2. T8Dj, D1R; 3. T×Dj, T1A; 4. T×T mate.

62

1. D×Pj!, R×D; 2. P6Aj desc., R1C; 3. A7Tj!, R×A; 4. T3Tj, R1C; 5. T8T mate.

63

1. D×PTj!, T×D (O 1. ...R1A; 2. D7A mate. O 2. C6C mate.); 2. C6C mate.

64

1. D×Cj!, A×D; 2. C×P mate.

65

1. D8Cj!, C×D; 2. T8D mate.

66

1. D6C!! (Si ahora 1. ...PT×D; 2. C7R mate. Y si 1. ...PA×D; 2. C7Rj, R1T; 3. T×T mate. Si 1. ...P3TR; 2.

T×PT fuerza el mate. Y si 1. ...D5R; 2. C7Rj, D×C; 3. D×PT mate.), D×D; 2. C7Rj, R1T; 3. C×Dj, R1C; 4. C7Rj, R1T; 5. T×Pj!, R×T; 6. T3Tj, T5TR; 7. T×T mate.

67

1. D×Pj!, R×D; 2. T7Tj, R1A; 3. T7A mate.

68

1. T×A, D×T (Si 1. ...P3C; 2. D6T mate.); 2. D×Pj!, D×D; 3. C7D mate.

69

1. D7Aj!, C×D; 2. C6C mate.

70

1. D×Cj!, R×D; 2. T7Tj, Rey juega; 3. T8Tj, Rey juega; 4. T(1T)7T mate.

71

1. D×PAj!, C×D; 2. A×Cj, R1D; 3. C6R mate.

72

1. D8Tj!, A×D; 2. T×A mate.

73

1. D×Pj!!, R×D; 2. A4Aj, R3A; 3. T(1D)6Dj!, A×T; 4. T7AR mate.

74

1. D8Dj, D1A (Si 1. ...A1A; 2. T×Pj —o D6Aj— y mate en la siguiente jugada.); 2. T×Pj!, A×T; 3. D6Aj, D2C; 4. T1T!, D×D; 5. P×D, A6T; 6. T×A, cualquier jugada; 7. T×A mate.

75

1. P×Pj, T×P (Si 1. ...R×P; 2. D×PTj, R1A; 3. D8T mate. O 3 D8C mate.); 2. D×PTj!, T×D; 3. T×Tj, R×T; 4. T1Tj, R2C; 5. A6TDj, Rey juega; 6. A8A mate.

76

1. D×Pj!, T×D; 2. T×T mate.

77

1. D×Pj!, T×D (Si 1. ...D2C; 2. D×D mate.); 2. T8C mate.

78

1. C7Rj, R1T; 2. D×Pj!, R×D; 3. T1T mate.

79

1. D8Tj!, A×D; 2. T×A mate.

80

1. D×Cj!, T×D; 2. T8Aj, T1D; 3. A5C mate.

81

1. D8Dj!!, R×D; 2. C×Aj doble, R2R (Si 2. ...R1A; 3. T8D mate. O 2. ...R1R; 3. C×Pj, A×C; 4. A5Cj desc., A4R; 5. T8D mate.); 3. A5Cj, P3A; 4. C8Dj desc., D3R; 5. T×D mate.

82

1. C5C!, T2C (Si 1. ...D×D; 2. C×PA mate.); 2. T8D!, cualquier jugada; 3. D×T mate.

83

1. D8Rj!, R×D; 2. A5Cj doble, Rey juega; 3. T8R mate.

84

1. D×Tj!, R×D; 2. A6Aj, R1R; 3. T8A mate.

85

1. C7Rj, D×C (Si 1. ...R1T; 2. D×T mate.); 2. D×PTj!, R×D; 3. T5Tj, R1C; 4. T8T mate.

86

1. D×Pj!, R×D (O 1. ...R1A; 2. D8Tj, seguido de 3. T×PC mate.); 2. C6Aj doble, R1T (Si 2. ...R3T; 3. T6C mate. O 3. T5T mate.); 3. T5T mate.

87

1. D6T, T1CR; 2. D×Pj!, R×D; 3. T3TRj, C5T; 4. T×Cj, R3C; 5. T6T mate.

88

1. D6Tj!, C×D; 2. A×C mate. 1. A6TRj también fuerza el mate.

89

1. D×Pj!, R×D (Si 1. ...R1A; 2. T8T mate.); 2. T3CDj, R4A (Si 2. ...R2A; 3. P6Dj, D×P; 4. T7Tj, R1A; 5. C×D mate.); 3. T5Tj, R5A; 4. T4Cj!, R×T; 5. A2Dj, D6A (Si 5. ...R5A; 6. P3C mate.); 6. A×Dj, R5A; 7. C6D mate.

90

1. A7A!, D×D (Si 1. ...D×A; 2. D×Tj y mate en la jugada siguiente.); 2. T8Cj, T×T; 3. T×T mate.

91

1. D6T!, D×Tj; 2. R2T, T1CR; 3. D×PTj!, R×D; 4. T4T mate.

92

1. D×PTj!, R1C (Si 1. ...R×D; 2. A[4T]×P mate.); 2. D8Tj!, R×D; 3. A×Pj doble, R1C; 4. T8T mate.

93

1. D×PTj!, R×D; 2. T3Tj, R1C; 3. T8T mate.

94

1. D×Cj!, P×D; 2. A6TD mate.

95

1. D3ARj, A5C (Si 1. ...C5C; 2. D3TR mate.); 2. D×Aj!, C×D; 3. C3Cj, R5T; 4. C3A mate.

96

1. D×PTj!, R×D; 2. T4Tj, D3T; 3. T×D mate.

97

1. D6Cj!, T×D; 2. P×Tj, R1C; 3. T×Aj, D×T; 4. T×D mate.

98

1. D×Pj!, R×D; 2. T3T mate.

99

1. D5Tj!, P×D; 2. C5A mate.

100

1. D×Cj!, P×D; 2. A6A mate.

101

1. D6Tj!!, R×D (Si 1. ...R2A; 2. D8Aj, R3R; 3. D7Rj y mate a la jugada siguiente.); 2. A8Aj, R4T; 3. P4Cj, R5T; 4. A7Rj, P4C; 5. A×Pj, R6T; 6. C2Aj, R×P; 7. A4A mate.

102

1. D7Tj!, C×D; 2. A×C mate.

103

1. D5C!!, P3C (Si 1. ...D×D; 2. T×T mate.); 2. D6T, P×C; 3. T4Cj, P×T; 4. A×Pj, R1T; 5. A6Cj desc., R1C; 6. D7Tj, R1A; 7. D×P mate.

104

1. D×Pj!, P×D; 2. A×T mate.

105

1. D×PTj!, R×D; 2. T4T mate.

106

1. T×Aj, P×T; 2. D×P6Tj!, T×D; 3. A×T mate. 2. A×Pj también gana.

107

1. D×PTj!, R×D; 2. T3Tj, R3C; 3. T1C mate.

108

1. D6Aj!, A×D; 2. T7Tj, R1C; 3. P×A, T1D; 4. T(1D)1T! Seguido de 5. T8T mate.

109

1. D×Pj!, R×D; 2. A6Tj, R1C; 3. T6Cj! (Otro modo —menos brillante— es 3. C7Rj, C×C; 4. A×P mate.), PT×T; 4. C6A mate.

110

1. D×Cj!, P×D (Si 1. ...R×D; 2. T3TR mate.); 2. C6Aj, R1T; 3. T×T mate.

111

1. D×Pj!, R×D; 2. T3Tj, R2C; 3. A6Tj, Rey juega; 4. A×T mate.

112

1. D6Aj!, C×D; 2. A7R mate.

113

1. D7Tj!, T×D; 2. T×T mate.

114

1. D6Cj!, C×D; 2. P×C mate.

115

1. D6Tj!!, R×D; 2. C(4T)5Aj, A×C; 3. C×Aj, R4T; 4. P4CRj, R×P; 5. T3Cj, R4T; 6. A2R mate.

116

1. D×PCj!, R×D; 2. A6Aj, R1C; 3. T4TR, cualquier jugada; 4. T8T mate.

117

1. D6Cj!, P×D; 2. C7C mate.

118

1. D×Pj!, P×D; 2. A6TD mate.

119

1. D6C!, D1C (Si 1. ...P×C; 2. D7T mate. O 1. ...C×D; 2. C7A mate.); 2. D7Tj (Otro medio es 2. C7Aj, D×C; 3. D7T mate.), D×D; 3. C7A mate.

120

1. T2C!!, D1D (Si 1. ...D×T; 2. D×T mate.); 2. D×PTj!, R×D; 3. T3Tj, D5T; 4. T×D mate.

121

1. D6Tj!!, R×D; 2. P×Pj desc., R4C; 3. T5Tj!, R×T; 4. P4Aj desc., C×A; 5, C6Aj, R3T; 6. T1Tj, R2C; 7. C8Rj!, T×C; 8. T×Pj, R3A; 9, T×P mate.

122

1. D×PTj!, R×D; 2. T3TR mate.

123

1. D8Aj!, T×D; 2. T×T mate.

124

1. D5Tj!, R2C (Si 1. ...R×D; 2. T3T mate.); 2. D7Tj, Rey juega; 3. D7AR mate.

125

1. D7Aj!, T×D; 2. P×T mate.

126

1. D×PTj!, R×D; 2. T3Tj, R1C; 3. T8T mate.

127

1. D8Aj!, T×D; 2. C7D mate.

128

1. D×Pj!, R1T (Si 1. ...R×D; 2. T3C mate.); 2. A×C, P×A (Si 2. ...T×C; 3 D7T mate. O 2. D2A; 3. D×Pj, T2T; 4. D×T8A mate.); 3. D×Pj, T2T; 4. D×T7T mate.

129

1. C6Cj!, P×C; 2. D×Cj!, P×D; 3. A6TD mate.

130

1. D5Dj!, C×D; 2. P×C mate.

131

1. D4A!, T×D (Las blancas amenazaban 2. D8C mate.); 2. T×C mate.

132

1. D×Pj!, P×D; 2. P7Aj!, D×P; 3. T8T mate.

133

1. A7Cj, R2A; 2. D6Rj!, C×D; 3. P×C mate.

134

1. D×C(6T)j!, R×D; 2. C6Rj desc., R4T; 3. A2Rj, R5T; 4. T4Aj!, C×T; 5. P3Cj, R6T; 6. C×C mate.

135

1. D×PTj!, R×D; 2. T5TR mate.

136

1. T8Rj, A1A; 2. A6T!, D×D; 3. T×A mate.

137

1. D×Cj!, T×D; 2. A×PC mate.

138

1. D×Pj!, P×D; 2. A6C mate.

139

1. D×Aj!, T×D; 2. T8Rj, T1AR; 3. T×T mate.

140

1. D8Rj!, R×D; 2. C6Aj, R1D; 3. C7A mate.

141

1. T×PTj!, P×T (Si 1. ...R×T; 2. D6C mate. O 1. ...R1C; 2. C6Aj, R2A; 3. D6C mate.); 2. C6Aj, R1T; 3. D8C mate.

142

1. C3Cj, R3T; 2. D4Tj!, P×D; 3. A4ADj, R2C; 4. C5T mate.

143

1. D×PTj!, C×D; 2. T×Cj, R×T; 3. T3TRj, A3T; 4. T×A mate.

144

1. D×PTj!, A×D; 2. P7Aj desc., P4R; 3. A×PR mate.

145

1. C6Aj!, P×C; 2. D8Aj!!, R×D; 3. A6Tj, R1C; 4. T8R mate.

146

1. D×P, P×D; 2. A7T mate.

147

1. D4Cj!, A×D; 2. P×Aj doble, R×P; 3. C2Tj, R4T; 4. C1Aj desc., R5C; 5. A6Rj!, D×A; 6. P3AR mate.

148

1. D×Pj!, P×D; 2. P6Cj, P×P; 3. P×P mate. Las blancas pueden también dar mate empezando con 1. P×Pj.

149

1. D7Rj!, C×D; 2. C6A mate.

150

1. D×Pj!, T×D; 2. T×Tj, R×T; 3. T3Tj, R2C; 4. A6Tj, Rey juega; 5. A8A mate.

151

1. D×PAj!, T×D; 2. T8R mate.

152

1. D×Pj!, P×D; 2. A6C mate.

153

1. D5Tj!, T×D; 2. A6C mate.

154

1. C5Rj desc.!, C×D; 2. A2Rj, A5C; 3. A×A mate.

155

1. D×Tj!, R×D; 2. T8R mate.

156

1. D×PRj!, D×D (Si 1. ...A2R; 2. A6ADj!, D×A; 3. D×A mate. O 2. ...R1A; 3. D×T mate.); 2. A6ADj, T×A; 3. T8D mate.

157

1. D8Cj!, R×D; 2. T8Rj, T×T; 3. T×T mate. Las blancas pueden también dar mate con 1. T8Rj! y 2. D8Cj!.

158

1. D×Pj!, R×D; 2. T4T mate.

159

1. D8Rj!, T×D; 2. T×T mate.

160

1. D6C!!, P×D; 2. C7T mate.

161

1. D×Pj!, R×D; 2. T3TDj, R2C; 3. A6Tj, Rey juega; 4. A8A mate.

162

1. D×Pj!, R×D (Si 1. ...P×D; 2. T×C mate.); 2. T×Cj, R4C; 3. T5T mate.

163

1. D×Pj!, D×D; 2. C7A mate.

164

1. D8Aj!, T×D; 2. T×T mate.

165

1. D5R!, D×T (Si 1. ...A×D; 2. A×A mate. O 1. ...D1A; 2. T8R fuerza el mate.); 2. D×D, A×D; 3. A5Rj, A3A; 4. A×A mate.

166

1. D×Tj!, R×D (Si 1. ...A×D; 2. A×PA mate.); 2. T×Pj, R1C; 3. T7Cj doble, Rey juega; 4. T8C mate.

167

1. D5Aj!, R×D; 2. A7A!!, cualquier jugada; 3. C3R mate.

168

1. D×PAj!, C×D; 2. C6C mate.

169

1. D7Aj!, C×D; 2. P×C mate.

170

1. D×Tj!, T×D; 2. T8Aj, T1C; 3. T×T mate.

171

1. D×Aj!, C×D; 2. C6R mate.

172

1. D6T!, P×D (Si 1. ...P×A; 2. C×Pj, R1T; 3. D×P mate.); 2. C×P mate.

173

1. T(3C)3T!, A×T; 2. D7Tj, R1A; 3. D8T mate.

174

1. D×Pj!!, R×D; 2. T5Tj, R1C; 3. C6C, T3A; 4. T8Tj, R2A; 5. T8A mate.

175

1. D8Rj!, C×D; 2. C7Aj, R2D; 3. A6R mate.

176

1. D5Dj!, A×D; 2. PA×A mate.

177

1. D8Tj, T1C; 2. D×Tj!, R×D; 3. T8T mate.

178

1. D×Pj!, R×D (Si 1. ...R3R; 2. D×Aj, R2R; 3. A3T mate.); 2. A3Tj, R5A; 3. A5Cj, R×P; 4. TD1A mate.

179

1. D7Cj!, T×D; 2. P×Tj, R×P (Si 2. ...R2T; 3. P8C(=D)j conduce al mate.); 3. T7Aj, Rey juega; 4. T8Aj, Rey juega; 5. T(2A)7A mate.

180

1. D×PRj!, PA×D (Si 1. ...PD×D; 2. A5A mate.); 2. A5C mate.

181

1. A×Pj, R1T (Si 1. ...T×A; 2. D×Tj, R1T; 3. D8Aj, T×D; 4. T×T mate.); 2. D×Pj!, R×D; 3. T4TR mate.

182

1. D×Cj!, P×D; 2. A×Pj, R2R; 3. A5AD mate.

183

1. D×Pj!, A×D; 2. T7Aj, R3D; 3. C5Cj, R4D; 4. P4Aj, R5R; 5. TD1R mate.

184

1. D×PAj!, T×D; 2. T8Aj, A1R; 3. T×Aj, T1A; 4. T×T mate.

185

1. C6Cj, R1C; 2. D7Cj!, T×D; 3. C6T mate.

186

1. D5Cj!, P×D; 2. A×P, mate. 1. A5CRj también fuerza el mate.

187

1. D×PTj!, R×D; 2. T4T mate.

188

1. D×PAj!, P×D; 2. A6TR mate.

189

1. D6A!, P×D; 2. T×T mate.

190

1. P×Pj, R×P; 2. D×Cj!, R×D (Si 2. ...R1T; 3. D6A mate.); 3. C6Rj desc., R4T; 4. T5Aj, R5T; 5. T4Aj, R4T; 6. C7Cj, R4C (Si 6. ...R3T; 7. T×Pj desc., A6R; 8. A×A mate.); 7. P4Tj, R3T; 8. T×Pj desc., A6R; 9. A×A mate.

191

1. C6Rj, R1R; 2. D8Dj!, A×D; 3. T8Aj!, T×T; 4. C7C mate.

192

1. D×PT!, P×D; 2. A7T mate.

193

1. D×Pj!, P×D; 2. A6TD mate.

194

1. D6C!, PA×D (Si 1. ...PT×D; 2. T3T mate. Si 1. ...T1C; 2. D×PTj, R×D; 3. T3T mate.); 2. C(7R)×Pj, P×C; 3. T3Tj, D5T; 4. T×D mate.

195

1. D6Rj!!, D×D; 2. C7D!, D×C; 3. T8Cj!!, R×T; 4. P×D, cualquier jugada; 5. P8D(=D) mate.

196

1. A7Aj, R2R; 2. D×Cj!, R×D (Si 2. ...P×D; 3. C5D mate.); 3. C5Dj, R4R; 4. C3ARj, R×P; 5. C3A mate.

197

1. D×Tj!, R×D; 2. P7R mate.

198

1. D7Tj!, R×D; 2. T×Pj, T×T; 3. C6Aj, R3C; 4. A5Tj, R4A; 5. P4Cj, T×P; 6. P×T mate.

199

1. ...D7Tj; 2. R1A, D8Tj!; 3. C×D, T×C mate.

200

1. ...D×Pj!; 2. R×D, C5Cj; 3. R3A (Si 3. R1C, A6R mate.), P5Rj (Si ahora 4. P×P, o 4. C×P, entonces C[2D]4R mate.); 4. R×P, C(2D)3Aj; 5. R3A, C4Rj; 6. R2A, C(3A)5Cj; 7. R1C, A6R mate.

201

1. ...D×Tj!; 2. R×D, T8A mate.

202

1. ...D×Cj!; 2. P×D, A6T mate.

203

1. ...C6Dj doble; 2. R1D, D8Rj!; 3. T×D, C7AR mate.

204

1. ...D×Pj!; 2. R×D, C5Cj; 3. R1C, C6Tj; 4. R1A, C7T mate.

205

1. ...D×Aj!; 2. R×D, A4Aj; 3. R3D, C×C mate.

206

1. ...D4Tj!; 2. R×D, T×Pj; 3. R4C, P4T mate.

207

1. ...C7Rj! (Si ahora 2. D×C o 2. A×C, D6Tj seguido de 3. ...D7C mate.); 2. R1C, D×Pj!; 3. P×D, T×Pj; 4. R2A, T7C mate.

208

1. ...D6R! (Si ahora 2. D×T, D×Tj conduce al mate. O 2. T×T, D×T[6T]j, etc. Y si 2. D3D, T×T mate.); 2. T×D, T7Tj; 3. R1C, T(7R)7C mate.

209

1. ...D×Aj! (Si ahora 2. C×D, C×P mate.); 2. R2A, C4Aj desc.; 3. A3R, D×A mate.

210

1. ...D×Pj!; 2. T×D, T8Aj; 3. D1D, T×D mate.

211

1. ...D6Cj!; 2. R×D, P8R(=D)j; 3. R3T, T6Rj; 4. R2T, D×Pj; 5. R1C, T8R mate.

212

1. ...D×Pj!; 2. P×D, A3Aj; 3. R2T, A6C mate.

213

1. ...D×P!; 2. P×D, C6T mate.

214

1. ...D6Rj; 2. A2D (Si 2. T2D, T8R mate. O 2. ...T8A mate.), D×Aj!; 3. T×D, T8Aj; 4. T1D, C6Cj!; 5. P×C, AR×P mate.

215

1. ...D8Aj!; 2. A1C, D6Aj!; 3. A×D, A×A mate.

216

1. ...D8Tj!; 2. R×D, A6Aj; 3. R1C, T8Dj; 4. T1R, T×T mate.

217

1. ...D×Tj!; 2. R×D, T8A mate.

218

1. ...D8Cj!; 2. T×D, C7A mate.

219

1. ...D7Dj!; 2. A×D, T7Aj; 3. D2C, T×D mate.

220

1. ...D7Tj!; 2. C×D, C(8A)6C mate.

221

1. ...D×Tj!; 2. C×D, C6Aj!; 3. D×C, T8Rj; 4. A1A, T×A mate.

222

1. ...D×Pj!; 2. R×D, C5Cj; 3. R1C, C6Tj; 4. R1A, C7T mate.

223

1. ...D7Cj!; 2. R×D, T×PC mate.

224

1. ...D7Dj; 2. R1C, D8Dj!; 3. T×D, T×T mate.

225

1. ...D5Tj!; 2. R×D (Si 2. R3A, D7A mate. O 2. R2T, D7Aj y mate en la siguiente jugada.), A7Aj; 3. R5C, P3T mate.

226

1. ...C7Dj!; 2. T×C, D8Rj!; 3. R×D, T8C mate.

227

1. ...D×Pj!!; 2. R×D, T3Tj; 3. R3C, C7Rj; 4. R4C, T5Aj; 5. R5C, T7T!; 6. D×Cj, R×D; 7. C3AR, P3Tj; 8. R6C, R1C!; 9. C×T, T4A!!; 10. P×T (O 10. P3CR, T4C mate.), C5A mate.

228

1. ...D×Pj!; 2. T×D, T8Dj; 3. D1R, T×Dj; 4. T1C, A×C mate.

229

1. ...D×Pj!; 2. T×D, T8Aj; 3. T1A, A×Pj; 4. R1T, T×T mate.

230

1. ...D×Cj!; 2. R×D, T8A mate.

231

1. ...D×Cj!; 2. P×D, A6Tj; 3. R2A, A5Tj; 4. R1C, T8Rj; 5. D1A, T×D mate.

232

1. ...D×Cj!; 2. R×D (Si 2. R1C, C6A mate.), C6Rj descubierto; 3. A6R, A×Aj; 4. R4T, C6Aj; 5. R5T, A5C mate.

233

1. ...D7Dj!; 2. A×D, C7A mate.

234

1. ...D5Aj!; 2. C×D, PC×C mate.

235

1. ...D8Cj!; 2. T×C, C7Aj; 3. R2C, A6T mate.

236

1. ...D8Tj!; 2. R×D, T8A mate.

237

1. ...D×PAj!; 2. T×D, T8Rj; 3. T1A, A7Tj; 4. R1T, T×T mate.

238

1. ...D×Cj!; 2. T×D, T8Cj; 3. D1D, T×Dj; 4. T1A, A5Dj; 5. R1T, T×T mate.

239

1. ...D×PCj!; 2. C×D, T×PTRj; 3. R1C, C7R mate.

240

1. ...D×Pj!; 2. P×D, A6TD mate.

241

1. ...P7Cj; 2. A×P (Otras capturas tampoco evitan el mate.), D×Pj!; 3. A×D, T×T mate.

242

1. ...D8Tj!; 2. R×D, A6Aj; 3. R1C, T×Tj; 4. A×T, T×A mate.

243

1. ...D8Cj!; 2. T×D, C7A mate.

244

1. ...D×Pj!; 2. P×D, A×P mate. Un camino menos brillante es 1. ...D6C etc.

245

1. ... D×Pj!; 2. R×D, T3T mate.

246

1. ...D8Rj!; 2. A×D, C7Rj; 3. R1T, T8A ı .te.

247

1. ...D×PCj!; 2. R×D, A6Aj; 3. R1A (Si R3C, A7A mate.), C7T mate.

248

1. ...D×P!!; 2. P×D, T×P; 3. A1R, A6Rj!; 4. Cualquier jugada, T8C mate.

249

1. ...D×PAj!; 2. P×D, A6TD mate.

250

1. ...T×Pj!; 2. A×T (Si 2. R×T, D1Tj fuerza el mate.), C6Cj; 3. A×C, D1Tj; 4. A2T, D×Aj!; 5. R×D, T1Tj; 6. D5T, T×D mate.

251

1. ...D3Dj; 2. R3T, C5Aj; 3. R3C, C4Tj doble; 4. R3T, D6Cj!; 5. T×D, C5A mate.

252

1. ...D7Tj!; 2. C×D, C(8A)6C mate.

253

1. ...D×Pj!; 2. R×D, P×Cj doble; 3. R2C, T7T mate.

254

1. ...D×Tj!; 2. A×D, C6A mate.

255

1. ...D×Aj!; 2. P×D, P7Rj; 3. T×P, T8Dj; 4. T1R, T×T mate.

256

1. ...D×PTj!; 2. P×D, T×Pj; 3. R2C, T7Tj; 4. R3C, A3Dj; 5. R4C, T5Tj; 6. R5A, T4Tj; 7. R6C (O 7. R6A, A2Rj; 8. R6R, T4R mate.), T4Cj; 8. R6T, A1Aj; 9. R7T, R2A; 10. T1T, A2C; 11. Cualquier jugada, T1T mate.

257

1. ...D×C!; 2. P×D, P7Tj; 3. R1T, C×P mate.

258

1. ...D5Tj! (Si ahora 2. R2R, D7Aj; 3. R3D, C5C mate.); 2. C×D, A7Aj; 3. R2R, C5Dj; 4. R3D, C4A mate.

259

1. ...D×Cj!; 2. R×D, C3Aj; 3. R4A, A3Rj; 4. R5C, P3TDj; 5. R4T, P4Cj; 6. C×P, P×Cj; 7. R×P, T4Tj; 8. R×C, A4Dj; 9. R6D, C1R mate.

260

1. ...D×PAj; 2. R1T, D8Cj!; 3. C×D (Con 3. T×D se produce el mismo mate.), C7A mate.

261

1. ...D×Pj!; 2. C×D, C×PA mate.

262

1. ...D7Aj!; 2. A×D, C7D mate.

263

1. ...D×Pj!; 2. R×D, A6T mate.

264

1. ...C×PAj; 2. R1C, D7Cj!; 3. T×D, C6Tj; 4. R1T, P×T mate.

265

1. ...C5C!; 2. D×D (Si 2. T1R, D7T mate. O 2. D×C, T8A mate.), T8A mate.

266

1. ...D×Pj!; 2. P×D, A3Dj; 3. D5R, A×Dj; 4. R1T, T×PT mate.

267

1. ...T×Aj; 2. P×T, D8Tj!; 3. C×D, T7C mate.

268

1. ...D6T!; 2. P×D, C×P mate.

269

1. ...D×Cj!; 2. R×D, T8D mate.

270

1. ...D×PTj!; 2. R×D, T4T mate.

271

1. ...D×Pj!; 2. R×D, T3T mate.

272

1. ...C6Cj; 2. R1C, D×PCj!; 3. T×D, C×P mate. O 2. ...C×PTj también da el mismo resultado.

273

1. ...D×Tj!; 2. R×D, C7Rj; 3. R1T, C7A mate.

274

1. ...D×Pj!; 2. R×D, T5Tj; 3. R1C, T8Tj; 4. C×T, P×T(=D) mate.

275

1. ...D×PTj!; 2. R×D, T4T mate.

276

1. ...D7Cj!; 2. T×D, C6T mate.

277

1. C4Aj, R3A (Si 1. ...R3T; 2. P5C mate.); 2. A4R mate.

278

1. P8D(=D)j doble, R×D; 2. C5Cj desc.!, A2D (Si 2. ...R1R; 3. C7A mate. O 2. ...R1A; 3. C7T mate.); 3. T(7C)×Aj, R1A; 4. C7T mate.

279

1. T3Tj!!, P×Tj; 2. R3A, P5Cj; 3. R4A, P6C; 4. P×P mate.

280

1. T×PTj doble, R×T; 2. T7T mate.

281

1. T×Aj!, P×T; 2. C3Dj!, P×C; 3. P4AR mate.

282

1. T5Aj!!, A×T; 2. C4A mate.

283

1. T5TRj!, P×T; 2. C5A mate.

284

1. A4R!!, T×A (Si 1. ...A×A; 2. P3TRj, R6C; 3. A1R mate.); 2. P3TRj, R6C; 3. T3A mate.

285

1. A5CRj, R3C; 2. C(2R)4A mate.

286

1. T×Pj!, R×T (Si 1. ...R1T; 2. T7Tj, R1C; 3. T1Cj seguido de mate.); 2. T1Cj, D6C; 3. T×Dj, R1T; 4. A6A mate.

287

1. T7Aj, R1T; 2. T7Tj!, R×T; 3. C6Aj, R1T; 4. T×T mate.

288

1. T×Pj!, P×T; 2. T×P mate.

289

1. P5Tj, R3T; 2. C7A mate.

290

1. T(8R)×Aj, C×T; 2. A7A mate.

291

1. P×Tj, R×C (Si 1. ...R1A; 2. A6TR mate. Si 1. ...R1D; 2. P7A mate.); 2. A4A mate.

292

1. T2Tj, R8C; 2. R2D mate. O 2. O-O-O mate.

293

1. A4Aj, R5R; 2. A3A mate.

294

1. T5Tj!, C×T; 2. P5C mate.

295

1. C7A mate.

296

1. C6R mate.

297

1. T6Aj, R×C; 2. P3CR, cualquier jugada; 3. P4TR mate.

298

1. C7Aj doble, R1C; 2. T8Tj!, C×T; 3. C6T mate.

299

1. A5A mate.

300

1. T8Dj, R2A; 2. A4ADj, A3R (O 2. ...D3R con el mismo resultado.); 3. C×P mate.

301

1. C5Tj!, T×C; 2. T×Cj!, R×T; 3. T6R mate.

302

1. T8Cj, R2R; 2. A5Aj, R2A; 3. T8AR mate.

303

1. A5Aj, R3A; 2. C8Dj, R3D; 3. A4A mate

304

1. P7Cj, R×P; 2. C5Tj doble, R1T; 3. T×P mate.

305

1. C6D mate.

306

1. A×PD mate.

307

1. C6Cj!, P×C (Si 1. ...R1C; 2. T8Rj, R2T; 3. T×T mate.); 2. A×P, cualquier jugada; 3. T8R mate.

308

1. C6Aj!, P×C; 2. A×PA mate.

309

1. A×Pj, R2R; 2. C5D mate.

310

1. P7Tj, R1T; 2. C×P mate.

311

1. C6Cj, R1C; 2. C7Rj, R1A (Si 2. ...R1T; 3. T×Pj!, R×T; 4. T3T mate.); 3. T4ARj, R1R; 4. C6Aj doble, R2D; 5. T7Rj, R1A; 6. T8A mate.

312

1. A2Aj, R3R; 2. T×Pj, P3A; 3. C5C mate.

313

1. A7Aj doble!, R×A; 2. T7Cj, R3R; 3. T7R mate.

314

1. T×Pj!, A2C (Si 1. ...A×T; 2. A×Pj, T3R; 3. A×Tj, A2A; 4. A×A mate.); 2. T×Aj, R1A (Si 2. ...R1T; 3. C×A mate.); 3. T×Aj, R1C; 4. T7Cj, R1A; 5. C7T mate.

315

1. A7Aj, R2R; 2. C5A mate.

316

1. T6Dj!, R×T (Si 1. ...C3R; 2. T[6D]×C mate.); 2. C7Aj, R4A; 3. P4C mate.

317

1. T4Tj!, P×T; 2. A3Rj, R4T; 3. T7C, D×Pj (Las blancas amenazaban A2Rj seguido de mate.); 4. T×D, P6T; 5. A2Rj, R5T; 6. T4Cj, R4T; 7. T5Cj doble, R5T (Si 7. ...R3T, las blancas también dan mate en la siguiente jugada.); 8. T5T mate.

318

1. R2T!, P8R(=D) (Si 1. ...P3C. O 1. ...P4C; 2. T7D mate. O 2. T7C mate.); 2. T8T mate.

319

1. T8Dj, T×T; 2. T×T mate.

320

1. C6Aj, R1A; 2. A6T mate.

321

1. A5C mate.

322

1. A5Rj, R3T; 2. C7Aj, R4T; 3. A2Rj, R5T; 4. A3Cj, R6T; 5. C5C mate.

323

1. T8Cj!, T×T; 2. C7A mate.

324

1. C6Aj!, cualquier jugada; 2. T8R mate.

325

1. T8Tj, R2A; 2. A8Rj!, C×A; 3. R5C, cualquier jugada; 4. T8A mate.

326

1. C6Cj doble, R2A; 2. C×T mate.

327

1. A6Tj, R1C; 2. T3R, D2A (Si 2. ...D×C; 3. T3C mate.); 3. T3Cj (Las blancas también pueden jugar 3. C7Rj, D×C; 4. T3C mate.), D×T; 4. C7R mate.

328

1. C7Rj doble, R1T; 2. C×P mate.

329

1. C6Cj, R1C; 2. C7Rj, R1T; 3. T×Pj!, R×T; 4. T1T mate.

330

1. C6Aj doble, R1D (Si 1. ...R1A; 2. T8Rj, R2C; 3. C5T mate.); 2. T8Rj, R2A; 3. A4Aj, R3A (Si 3. ...C3D; 4. A×Cj, R3A; 5. P×P mate.); 4. T×Aj, T×T; 5. P×Pj, R×P; 6. C7Dj, R×P; 7. A2C mate.

331

1. C6A mate.

332

1. C7Dj, R1R; 2. C8Cj desc., P3AD (Si 2. ...R1A. O 2. ...D×A. O 2. ...A×A; 3. T8D mate.); 3. C6Dj, R1A; 4. C7D mate.

333

1. A×Pj, R2R; 2 A5C mate.

334

1. C6Tj, R1A; 2. C×P mate.

335

1. C8Aj, R1C; 2. C6Cj desc., T1A; 3. T×Tj, R2A (Si 3. ...R2T; 4. T8TR mate.); 4. T8AR mate.

336

1. C6ARj, P×C; 2. A×P mate.

337

1. P8A(=D)j, A×D; 2. T7Aj, C×T; 3. T6R mate.

338

1. P8C(=D)j, C×D; 2. T8D mate.

339

1. P7Aj, T×P; 2. T8T mate.

340

1. P×Pj, R2D; 2. A6Rj, R3A; 3. C5Rj, R4C; 4. A4Aj, R4T; 5. A4Cj, R5T; 6. P×C mate.

341

1. C6T, T1AR; 2. T8Cj!, T×T; 3. C×P mate.

342

1. C6Cj, P×C; 2. T1TR mate.

343

1. C6Tj!, P×C; 2. T4Cj, R1T; 3. T×T mate.

344

1. C5Cj desc., R1R; 2. C6D mate.

345

1. C2D!, P3D (Si 1. ...C×C; 2. T5C mate.); 2. C×C!, P×T (Si 2. ...C×C; 3. T8R mate.); 3. C×C mate.

346

1. A6Cj (Amenazando A7T mate.), A×A; 2. R×A, P8R (=D); 3. P7A mate.

347

1. T×Pj!, R×T (Si 1. ...R1T; 2. T[6T]×C mate.); 2. C5Aj doble, R1C; 3. T6Cj!, P×T; 4. C6T mate.

348

1. C7A mate.

349

1. A×P, R2R; 2. C5D mate.

350

1. T7CR, Caballo juega; 2. T8Cj!, T×T; 3. C7A mate.

351

1. A5Cj!, P3A; 2. T7R mate.

352

1. C6Cj!, R1C (Si 1. ...PA×C; 2. T×Pj!, R×T; 3. T1T mate.); 2. C7Rj, R1T; 3. T×Pj!, R×T; 4. T1T mate.

353

1. C6Aj, R1R; 2. C7A mate.

354

1. T7R, cualquier jugada; 2. T8R mate.

355

1. P7Aj, R2R; 2. T8R mate.

356

1. C6Cj, P×C (Si 1. ...T×C; 2. T×T mate.); 2. T×T mate.

357

1. T7Rj, R1A; 2. T×T mate.

358

1. T7Cj desc., R1C; 2. T×Tj, C1A; 3. T×C mate.

359

1. A5Aj, R3D; 2. A7R mate.

360

1. T8Cj doble!, R×T; 2. T1CR mate.

361

1. A5C mate.

362

1. T7Tj doble, R×A; 2. T8T mate.

363

1. A×Pj, R2R; 2. A5Cj, R3D; 3. C5Cj!, R×C; 4. P4Aj, R4A; 5. C4Dj, R5C; 6. P3Tj, R6C; 7. C2Rj, R×P; 8. A5Dj, C5R; 9. A×C mate.

364

1. A5Cj, R2R; 2. C5D mate.

365

1. C6Aj doble, Rey juega; 2. T8R mate.

366

1. T8Dj, T1R (Si 1. ...R2C; 2. C[4T]5Aj, y el mate se presenta una jugada antes.); 2. T×Tj, R2C; 3. T8Cj!, R×C; 4. C5Aj, R4T; 5. P4C mate.

367

1. ...C(5D)7R mate.

368

1. ...A6Rj (Si ahora 2. R1T, A7C mate.); 2. T×A, T8Dj; 3. T1R, T×T mate.

369

1. ...C1A mate. Cualquier otra jugada de Caballo daría el mismo resultado.

370

1. ...C×P4Aj; 2. R4C, P4TRj; 3. R3T, C7A mate.

371

1. ...C8Cj; 2. R×P, T2Tj; 3. D6Tj, T×D mate.

372

1. ...T×Pj!; 2. P×T, A6A mate.

373

1. ...C6D; 2. P7T, C7A mate.

374

1. ...T7Aj (Si ahora 2. R1D, C7C mate.); 2. R1C, T7Rj descubierto; 3. R1A, T×D mate.

375

1. ...T8Dj!; 2. C×T, A7T mate.

376

1. ...A×PAj; 2. R1A, C6C mate.

377

1. ...P3Aj; 2. R4T, A7Aj; 3. P3CR, A×P mate.

378

1. ...T5Aj!! (Si ahora 2. P×T. O 2. P4C, A7A mate.); 2. A×T, A2Rj; 3. A5C, A×A mate.

379

1. ...T4Aj; 2. R4C, P4TRj; 3. R3T, T6A mate.

380

1. ...A7Cj; 2. R1C, C6A mate.

381

1. ...T7C, seguido de 2. ...T8Cj; 3. T×T, C7A mate.

382

...T5Aj! (Si ahora 2. P×T, T5C mate. Y si 2. P4CR, T. mate.); 2. R5C, T5CR mate.

383

1. ...C7T mate.

384

1. ...C7Dj; 2. A×C, T5D mate.

385

1. ...A×Pj; 2. R2R, C5D mate.

386

1. ...T×Pj!; 2. R×T, T5Tj; 3. R2C, A6Tj; 4. Rey juega, A×T mate.

387

1. ...T7Dj!; 2. C×T, C5Dj doble; 3. R1R, C7A mate. Otra línea puede ser 1. ...C5Dj doble; 2. R2D, C(4A)6Cj; 3. R1R, C7A mate.

388

1. ...P5Tj!; 2. R4C, P4Aj!; 3. T×P, T7CR mate.

389

1. ...T4Tj!; 2. C×T; P4C mate.

390

1. ...T3CRj; 2. D×T, T8D mate. Las negras también dan mate con 1. ...T8Dj. O 1. ...C×Pj.

391

1. ...T×Pj!; 2. R×T, T3Tj; 3. C4T, P5Cj; 4. R2T, T×Cj; 5. R1C, T8T mate.

392

1. ...A6A mate.

393

1. ...T8Rj; 2. T1AR, C6Tj; 3. P×C, T3CRj; 4. R2A (Si 4. R1T, T×T mate.), T7R mate.

394

1. ...C2D (Amenazando ...C3C mate.); 2. A×C, P×A; 3. Cualquier jugada, C3C mate.

395

1. ...T6A mate.

396

1. ...A×Cj; 2. T×A, T6C mate.

397

1. ...T(7R)7Cj; 2. R4A, T5T mate.

398

1. ...R2T; 2. A1R, R3T; 3. A3A, R4T; 4. A1R, R5C; 5. A3A, P×Pj; 6. T×Pj, R6T; 7. Cualquier jugada, A×Tj. Las blancas no pueden evitar el mate.

399

1. ...A×Pj desc.; 2. R3A, A5CDj; 3. R3C, A7Dj desc. (Si ahora 4. R2T, A8A; 5. P4CD, T×P y 6. ...T7C mate.); 4. R4T, T5Cj; 5. R5T, C5D; 6. P5A, C×Pj; 7. R6T, A1A mate.

400

1. ...C6Aj!; 2. P×C (Si 2. R1T, C×Pj; 3. T×C, T8Dj, y mate a la jugada siguiente.), T3Cj; 3. R1T, C×Pj!; 4. T×C, T8Dj; 5. T1A, T×T mate.

401

1. ...C6Cj!; 2. T×C, T×Cj!; 3. R×T, T8R mate.

402

1. ...T×Cj! (Si ahora 2. R2A, C5C mate.); 2. T×T, C7Aj; 3. R2A, A6R mate.

403

1. ...T6Aj!; 2. R×C, R3A!; 3. P6D, A4Aj; 4. R5D, P3Aj; 5. R5A, P3CD mate.

404

1. ...T7A!! (Si ahora 2. R×T, C6T mate. Y si 2. T×T, T8Rj, seguido de 3. ...C6T mate.); 2. A×C, T7Cj; 3. R1T, T×Cj desc.; 4. T3A, A×T mate.

405

1. ...C6A! Las blancas no tienen defensa contra 2. ...T×Cj!; 3. A×T, T×PTR mate.

406

1. ...C6Aj!; 2. P×C, A×P; 3. D6T, T7Cj; 4. R1T, T×Pj descubierto; 5. R1C, T7Cj doble; 6. R1T, T7T mate.

407

1. ...C5Dj; 2. R3R, C(2R)4A mate.

408

1. ...A8Aj desc.; 2. R1T, C×Pj; 3. R1C, T7C mate.

409

1. ...A×Pj!; 2. C×A, T8Aj!; 3. C×T, T×C mate.

410

1. ...T1Cj; 2. R3T (Si 2. R1T, A6Aj; 3. T×A, T8C mate.), A5Cj; 3. R2C, A7Rj desc.; 4. R1T, A6Aj; 5. T×A, T8C mate.

411

1. ...T2Rj; 2. R5D, A3Rj; 3. R4R, A5Aj desc.; 4. R3A, T2Aj; 5. R4R, T5Aj; 6. R5R, A5D mate.

412

1. ...C6Cj; 2. P×C, T1Tj; 3. D5T, T×D mate.

413

1. ...C8C mate.

414

1. ...C4Aj; 2. R2D, T8Dj; 3. R2A, C6R mate.

415

1. ...C5A mate.

416

1. ...T4Cj desc.; 2. R4T, A7A mate.

417

1. ...T7Cj doble; 2. R1T, T8C mate.

418

1. ...T8Tj!; 2. C×T, A7Tj!; 3. R×A, T1Tj; 4. R3C, C4Aj; 5. Rey juega, T5T mate.

419

1. ...C7Rj doble; 2. R1A, C×P mate.

420

1. ...T7Rj; 2. R1C, T8Rj; 3. R2A, T8A mate.

421

1. ...T8R mate.

422

1. ...P4AR mate.

423

1. ...C5Dj!; 2. R×T, C6Rj; 3. R1A, C7R mate.

424

1. ...P5Aj; 2. R2A, C6R mate.

425

1. ...T5Tj!; 2. P×T, P5C mate.

426

1. ...A6R mate.

427

1. D8Dj, R2C; 2. T×Pj!, P×T; 3. P6Tj!, R×P; 4. D8TRj, T2T; 5. D×T mate.

428

1. D8Rj!, R×T (Si 1. ...C×D; 2. T8C mate.); 2. D7Aj, R1T; 3. A6TR. Y las negras no pueden parar el mate.

429

1. D×Pj!, R×D; 2. T5Tj!, P×T; 3. P5C mate.

430

1. D×Pj!, T×D; 2. T8R mate.

431

1. C6Dj!, D×C (Si 1. ...C×C; 2. D×D mate.); 2. D7C mate.

432

1. T×PTj!, R×T; 2. D5Tj, R1C; 3. D7Aj, Rey juega; 4. D×P mate.

433

1. P5Aj!, P×P (Si 1. ...D×PA, las blancas dan mate del mismo modo.); 2. D×Pj!!, P×D; 3. T(8TD)8CR mate.

434

1. T×Pj!, R×T; 2. D5T mate.

435

1. C×P, A1C; 2. C5T!!, P×C; 3. D6A mate.

436

1. T8Tj!, R×T; 2. D7T mate.

437

1. D8Tj!, R×C; 2. T7Rj!, C×T; 3. D7Tj, Rey juega; 4. D×C mate.

438

1. C6Tj, R1T; 2. C×Tj, R1C; 3. T×P mate.

439

1. C(3A)5C!, P×C; 2. C6A!, A×C; 3. A4R. Y las blancas dan mate en la jugada siguiente.

440

1. A×Pj!, R×A; 2. T×Pj!, R×T (Si 2. ...R3A; 3. C5Tj, R4C; 4. D2Dj, Rey juega; 5. D4A mate.); 3. P6Aj desc., A4A; 4. A×Aj, R1T; 5. D5Tj, C3T; 6. D×Cj, R1C; 7. D7T mate. O 7. D7C mate.

441

1. C5Cj!, P×C; 2. T7Rj, Rey juega; 3. D×PC mate.

442

1. D6T, seguido de 2. D7C mate.

443

1. D7C mate.

444

1. T×Pj!, R×T; 2. D1Tj, A6T; 3. D×Aj, R2C; 4. A6Tj, R3A (Si 4. ...R1T; 5. A×T mate.); 5. D4Tj, R4R; 6. D×Cj, R4A; 7. D4AR mate.

445

1. T×Pj!, R×T; 2. D×P mate.

446

1. C×Pj!, P×C; 2. D6T mate.

447

1. T7CRj!, R×T; 2. D7T mate.

448

1. T×Pj!, R1T (Si 1. ...P×T; 2. D8T mate.); 2. T7C. Y las negras no tienen defensa ante 3. D×P mate.

449

1. T8Tj!, R×T; 2. D5Tj, R1C; 3. P6C, T4A; 4. D7Tj, R1A; 5. D8T mate.

450

1. T×Cj!, R×T; 2. D5Aj, R1T; 3. D5Tj, R2C; 4. D6Cj, R1T; 5. D6T mate.

451

1. D6T mate.

452

1. T8Rj, R2T; 2. T8TRj!, R×T; 3. D6Tj, cualquier jugada; 4. D×PC mate.

453

1. D6C! (Amenazando 2. D×PC mate. Si 1. ...A4C; 2. T×A!, P×T; 3. P6A!, forzandc el mate.), A×T; 2. P6A!, cualquier jugada; 3. D×PC mate.

454

1. D8Cj, R2R; 2. D6Rj, R1A; 3. D6D mate.

455

1. D×PTj, R1A; 2. D8Tj, R2R; 3. D×Pj, R1A; 4. D6Tj, R1C (Si 4. ...R2R; 5. D6D mate.); 5. A7Tj, R1T; 6. A6Cj descubierto, R1C; 7. D7Tj, R1A; 8. D×P mate.

456

1. T5TR!, P×T; 2. D6A mate.

457

1. C7Rj, R1T; 2. D×Pj!, R×D; 3. T4T mate.

458

1. T8Aj!, D×T; 2. T×Dj, T×T; 3. D×P mate.

459

1. C7R mate.

460

1. T8Tj!, R×T; 2. T8Aj, R2T; 3. D3T mate.

461

1. D2Dj, D6R; 2. D×D mate.

462

1. A7Tj, R1T; 2. C×Pj!, T×C; 3. C6Cj!, R×A; 4. C8Aj doble, R1C; 5. D7Tj!, R×C; 6. D8T mate.

463

1. T8Tj!, R×T; 2. D6Tj, R1C; 3. D7T mate.

464

1. T×Pj!, R×T; 2. D7Aj!, T2C; 3. T1Tj, D3T; 4. T×Dj, R×T; 5. D5T mate.

465

1. D5Aj, R1C (Si 1. ...R1T; 2. T×Tj, T×T; 3. D×Tj, R2T; 4. D5Aj, P3C; 5. D7Aj, y mate en la jugada siguiente.); 2. T×Tj, T×T; 3. D×Tj!, R×D; 4. T8R mate.

466

1. D×Pj!, A×D; 2. A7Cj, R4T; 3. P4C mate.

467

1. D7Tj, R1A; 2. A6Tj, A2C (Si 2. ...D2C; 3. D×A mate.); 3. D8T mate.

468

1. D×Dj, T×D; 2. T8C mate.

469

1. C5Aj, R4T; 2. D4T mate.

470

1. D7Cj, D×D; 2. P×D mate.

471

1. C5Cj, R1C; 2. D×P mate.

472

1. P6Tj, R1C (Después de 1. ...R1T; las blancas ganan de la misma manera.); 2. D6A, cualquier jugada; 3. D7C mate.

473

1. T×Tj, R×T; 2. T7Rj, R3T; 3. D4Aj, P4C; 4. D8Aj, R3C; 5. D7C mate.

474

1. T7Cj!, A×T; 2. C7R mate.

475

1. D6Tj, R3A; 2. T5ARj!, R×T; 3. D4A mate.

476

1. T8Tj!, R×T; 2. D7T mate.

477

1. C5Aj, R1T; 2. D×PC!, P×D; 3. T3Tj, C3T; 4. T×C mate.

478

1. D7D!, T×D; 2. T8T mate.

479

1. A7Aj!, T×A; 2. D6Cj, R1A; 3. D×T mate.

480

1. D6Cj, R1A (Si 1. ...R1T; 2. D7C mate.); 2. A5A mate.

481

1. T×Pj!, R×T (Ahora las blancas pueden forzar el mate comenzando con 2 T1T. O 2. R3C. O 2. R2C. O bien la línea que se sigue a continuación.); 2. T3D, P4C; 3. T3Tj, A4T; 4. T×Aj, R3C; 5. P5A mate. O 5. D5A mate.

482

1. T×Cj!, R×T; 2. D6T, D1A; 3. T×Pj!, P×T; 4. D×Pj, R1T; 5. D7T mate.

483

1. T×Pj!, T×T; 2. D7Aj, R1T; 3. D8Aj, T1C; 4. T×T mate. O 4. D×T mate.

484

1. C5Aj!, R1C (Si 1. ...P×C; 2. D5C mate.); 2. D6T, C4T; 3. D7Cj!, C×D; 4. C6T mate.

485

1. T×Pj, R1A; 2. T×Pj!, R×T; 3. D×Pj, R1A; 4. D7Rj, R1C; 5. D7C mate.

486

1. D8Tj, R2R; 2. D×P mate.

487

1. T8Cj!, D×T; 2. D×Pj, D2T; 3. D×D mate.

488

1. T8Aj!!, A×T (Si 1. ...R2A; 2. D7Aj, y mate en la siguiente jugada.); 2. D8Rj, T1A; 3. T×Pj!!, R×T (Si 3. ...R1T; 4. T7Tj, R1C; 5. D6C mate.); 4. D6Cj, R1T; 5. D7T mate.

489

1. D×P mate.

490

1. A6Tj, R1C (Si 1. ...R3A; 2. D5C mate.); 2. D5Cj!, D×D; 3. T8Rj, A1A; 4. T×A mate.

491

1. D8Rj, A1A; 2. C6Aj, R2C; 3. C5Tj, R1C; 4. A7Tj!, R×A; 5. D×Pj, R1T; 6. D×Aj, R2T; 7. D7C mate.

492

1. D×Pj!, D×D; 2. T×Tj, A1C; 3. T×A mate.

493

1. D2T, cualquier jugada; 2. D8T mate.

494

1. C6CRj, R1C; 2. C×PARj!, D×C; 3. D8A mate.

495

1. T8Cj!, R×T; 2. D7C mate. O 2. D8T mate.

496

1. A×Pj!, R×A; 2. C5Cj, Rey juega; 3. D6R mate.

497

1. T×Aj!, R×T; 2. A6Tj!, R×A; 3. D5C mate.

498

1. T×Pj!, R×T; 2. T3D!, R4T (Si 2. ...D×D; 3. T3T mate.); 3. D7Aj, P3C; 4. D7Tj, R5C; 5. D3T mate.

499

1. C6Aj!, P×C (Si 1. ...R1A; 2. C[5C]7T mate.); 2. D7Tj, R1A; 3. C×PRj!, P×C; 4. A6T mate.

500

1. T8TRj!, R×T; 2. D6Tj, R1C; 3. D×P7C mate.

501

1. A6Aj, C×A; 2. P×C mate.

502

1. T×Pj!, R1A (Si 1. ...R1T; 2. T×PTj doble, R1C; 3. T8T mate.); 2. T8Cj!, R×T; 3. T1Cj, R1A; 4. A7Cj!, R1C; 5. A6Aj desc., R1A; 6. T8Cj!, R×T; 7. D2Cj, R1A; 8. D7C mate.

503

1. C5T!, P×C (Si 1. ...A1A; 2. C×Pj y 3. D×PT mate.); 2. A×Pj, R1T; 3. A6Cj desc., R1C; 4. D7Tj, R1A; 5. A6Tj, R2R; 6. D×Pj, R1D; 7. D×T mate.

504

1. T×Cj (Otro camino es 1. C7Tj, etc.), T×T; 2. C7T mate.

505

1. D8Tj, R2R; 2. C6Cj!, P×C; 3. D×P mate.

506

1. T8Tj, R×T; 2. D×Tj, R1C; 3. D6T mate.

507

1. C4Cj, R4T; 2. T7Tj, R×C (Si 2. ...A3T; 3. D5C mate.); 3. D7D mate.

508

1. T8Dj!, D×T (Si 1. ...A1A; 2. T×Aj fuerza el mate.); 2. P7Rj desc., D4D; 3. P8R(=D)j, A1A; 4. D8Tj, R×D; 5. D×Aj, D1C; 6. D×D mate.

509

1. C6Cj!, P×C; 2. D3T mate.

510

1. C7Rj!, D×C; 2. T8Tj!, R×T (Si 2. ...R2A; 3. A6Cj!, R×A; 4. D5T mate.); 3. D5Tj, R1C; 4. D7Tj, R2A; 5. A6C mate.

511

1. D5T!, P×D; 2. A×P mate.

512

1. D×Pj!, D×D; 2. T×Dj, R×T; 3. T1Tj, A7T; 4. T×Aj, R2C; 5. A6Tj, R2T; 6. A×T mate.

513

1. D×C, P×C; 2. C6Aj, R1T; 3. D7T mate.

514

1. A6Tj!, R×C; 2. D4C mate.

515

1. T×Pj!, R×T; 2. D7Tj, R1A; 3. T1ARj, D3A; 4. T×D mate.

516

1. C×PC!, P×C; 2. D5A, C3A; 3. D6Dj, D2A; 4. T8T mate.

517

1. C6Cj!, P×C; 2. T5Tj!, P×T; 3. D×PT mate.

518

1. A×Pj!, P×A; 2. D×Tj!, R×D; 3. T8Aj, A1D; 4. T×A mate.

519

1. C×Pj!, A×C; 2. D×Dj, P×D; 3. A6TD mate.

520

1. T×Pj!, R×T; 2. T7Tj, R3A (Si 2. ...R1A; 3. C6R mate.); 3. D4A mate.

521

1. A×Pj, T×A (Si 1. ...R1T; 2. C6Cj, P×C; 3. D3T mate.); 2. D×Tj, R1T; 3. D8Rj, A1A; 4. D×A mate.

522

1. D×Aj, P×D (Si 1. ...R×D; 2. T4TR mate.); 2. T7Cj, R1T; 3. A8C!, T×A; 4. T×Tj, R2T; 5. T(1C)7C mate.

523

1. D×PTj, R1C; 2. D5Cj, Rey juega; 3. T6T mate.

524

1. A6T!!, C×D; 2. A×Pj, R1C; 3. A×Cj desc., A4C; 4. T×A mate.

525

1. C7Rj, C×C; 2. A×Pj, D×A; 3. D×D mate.

526

1. A7Cj!, T×A; 2. T8Aj, D1D; 3. T×Dj, T1C; 4. D4C, A×C; 5. T×T mate. O 5. D×T mate.

527

1. C5Cj, R3T (Si 1. ...R1C; 2. D3T es decisivo.); 2. P4A!, A×P; 3. D3Tj, R2C; 4. D7Tj, R3A; 5. D×PAj!, T×D; 6. T×T mate.

528

1. A7Tj, R1T; 2. A8Cj desc., cualquier jugada; 3. D7T mate.

529

1. D8T mate.

530

1. T×Pj!, C×T; 2. D7ARj, R1T; 3. D8Aj!, T×D; 4. T×T mate.

531

1. D4C!, P3CR; 2. D4D! Seguido por D7C mate. O D8T mate.

532

1. C8Rj!, R1C (Si 1. ...T×C; 2. D6Aj fuerza el mate.); 2. T×Tj, R×T; 3. D8Aj (Otro camino es 3. D6Aj, etc.), R2T; 4. D7C mate. O 4. C6A mate.

533

1. T4Cj!, P×T (Si 1. ...R2T; 2. D6Cj, R1T; 3. D×PT mate.); 2. D6Cj, R1T; 3. D7T mate.

534

1. T×Pj!, P×T; 2. C6Aj, R1T; 3. T7C!, R×T; 4. C8Rj doble, R3C; 5. D6Aj, R4T; 6. C7C mate.

535

1. T×Pj!, P×T; 2. P5Dj desc., R1C (Si 2. ...C3A, o 2. ...C4R; 3. D×Cj y las blancas dan mate rápidamente.); 3. P6Dj desc., R1A; 4. D8T mate.

536

1. T×Cj!, R×T (Si 1. ...D×T; 2. A7Tj, R1T; 3. A6Cj descubierto, R1C; 4. D7T mate.); 2. D8Tj, R2A; 3. A6Cj!, R3R; 4. D8CRj, R2D; 5. A5Aj, D3R; 6. D×Dj, R1D; 7. D7D mate.

537

1. T8Cj!, C×T; 2. D7C mate. 1. T×Pj también fuerza el mate.

538

1. T3C, P3C (Si 1. ...D×T; 2. D×D, P3CR; 3. T3T y mate en la siguiente jugada.); 2. T×PCj!, P×T; 3. D×PCj, R1T; 4. T3Tj, D2T; 5. D×D mate. O 5. T×D mate.

539

1. T8Rj!, cualquier jugada; 2. D×Aj. Y las blancas fuerzan el mate.

540

1. T1ADj, R1C; 2. D4Cj, R1T; 3. A3Aj!, T×A; 4. D4Rj!, D×D; 5. T8A mate.

541

1. D6Tj, R1C; 2. C6A mate.

542

1. D6A mate.

543

1. D5Aj, R1C; 2. D6Cj, A2C; 3. D×A mate.

544

1. T×Pj!, R×T; 2. T7Rj, R1C (Si 1. ...R3A; 3. D4Tj, R3C; 4. D3Cj, R4T; 5. T7CR, seguido de mate.); 3. D×P, A8CRj; 4. R1T, A5D; 5. P×A, D×P; 6. D5Cj, R1T; 7. D4Tj, R1C; 8. D3Cj, R1T; 9. A3A, D×A; 10 D×Dj, P5D; 11. D×PDj, T3A; 12. D×Tj, R1C; 13. D7C mate.

545

1. C×Pj, R2D; 2. A5CD mate.

546

1. D7R!, D2A (Si 1. ...T×D; 2. T8A mate.); 2. D8Aj!, T×D; 3. T×T mate.

547

1. D×PADj!, P×D; 2. A6T mate.

548

1. T×P!, R×T (Si 1. ...C×T; 2. D×P mate.); 2. T1Cj, R2T; 3. A3Dj, P4A; 4. T6C, cualquier jugada; 5. D×P mate.

549

1. T7Tj!, R1C (Si 1. ...R×T; 2. D7Rj, T2A; 3. D×Tj, Rey juega; 4. D7C mate.); 2. D6Rj, R×T; 3. D7Rj, T2A; 4. D×Tj, Rey juega; 5. D7C mate.

550

1. A×PTj!, R1T (Si 1. ...R×A; 2. A×Pj desc., R1C; 3. D8Tj, R2A; 4. D×T mate.); 2. C6Cj, R×A (Ahora una jugada de Alfil fuerza el mate.); 3. A×Pj desc.!, R×A; 4. C8Tj desc.!, R3A; 5. D5C mate.

551

1. T7Aj, R3C; 2. T7Cj, R4A; 3. T1Aj, R5R; 4. A6Aj desc., R6R; 5. D3D mate.

552

1. D6Rj, R2T; 2. T×Pj!, P×T; 3. D7A mate.

553

1. D8ARj!, D1C; 2. D6Aj, D2C; 3. D×D mate.

554

1. C5Aj!, P×C (Si 1. ...R1A; 2. D8Cj, fuerza el mate.); 2. T3Cj, R1A (Con otra jugada de Rey las negras pierden antes.); 3. T8Cj!, R×T; 4. D8Rj, R2C; 5. D×Pj, R3T (Si 5. ...R1T; 6. D8C mate. O 6. D8A mate.); 6. D×A mate.

555

1. T×A, T×T; 2. D×Pj, T2T; 3. D×T(8A) mate.

556

1. T×Aj!, cualquier jugada; 2. D7C mate.

557

1. T×Pj!, R×T (Si 1. ...T×T; 2. D8R mate.); 2. D5Cj, R1T (Después de 2. ...R1A, se llega a la misma situación.); 3. D8Dj, R2C; 4. C6Rj, Rey juega; 5. D5C mate.

558

1. C7R!, D3R (Si 1. ...A×C; 2. D8C mate. O 1. ...T×T; 2. D8C mate.); 2. T×D, P×T; 3. C×Pj, R1R; 4. D8C mate.

559

1. D×C!, A×C (Si 1. ...P×D; 2. A×P mate.); 2. D×PTj!, R×D; 3. PT×Aj desc., R1C; 4. T8T mate.

560

1. T8R!, D×T (Si 1. ...T×T[1R]; 2. D7C mate.); 2. D6Aj, T2C; 3. D×T mate.

561

1. T8Rj, C1A; 2. C6Tj!, D×C (Si 2. ...R1T; 3. T×C mate.); 3. T×Cj!, R×T; 4. D8D mate.

562

1. T×PCDj desc., D×D; 2. T×Tj, D5T; 3. T×D mate.

563

1. D6R!, C×D; 2. C6Cj!, P×C; 3. T3Tj, R1C; 4. A×Cj, R1A; 5. T8T mate.

564

1. T×Pj!, C×T (Si 1. ...R1T; 2. T×Pj!, R×T; 3. D3Tj, R1C; 4. T1Cj, C2C; 5. T×C mate.); 2. C6Tj, R1T; 3. C(5R)×Pj, T×C; 4. C×Tj, R1C; 5. C6Tj doble, R1T; 6. D8Cj!, T×D; 7. C7A mate.

565

1. ...D×PTj; 2. R×C, D6T mate.

566

1. ...C×Pj!; 2. P×C, D3Tj; 3. A3T, D×A mate.

567

1. ...C6Cj!; 2. P×C, D3T mate.

568

1. ...T×Pj!; 2. R×T, D6Tj; 3. R2A, D7Tj; 4. R3A, T1ARj; 5. D7A, T×D mate.

569

1. ...T8Aj! (Si ahora 2. T×T, D×Tj; 3. R1T, D5Rj; 4. T3A, D×Tj y mate en la jugada siguiente.); 2. R×T, D3Aj; 3. T3A, D×Tj; 4. R1C, D7Aj; 5. R1T, D7C mate. O 5. ...D7T mate.

570

1. ...T8Dj; 2. R2T, T(4A)8A; 3. D1R, T×D; 4. A4A, T8Tj; 5. R3C, T6Tj!; 6. P×T, T8CRj; 7. R2T, T8TRj; 8. R3C, T×P mate.

571

1. ...T7Aj; 2. R1C, D8R mate.

572

1. ...D6A mate. O 1. ...D8C mate.

573

1. ...A6Tj! (Si ahora 2. R1C, D4Cj seguido de mate.); 2. R×A, D×PAj; 3. R4T, P4Cj; 4. R×P, R1T; 5. R4T, T1CR; 6. P3T, D5Aj; 7. R5T, D4C mate.

574

1. ...T3TRj; 2. R1C, T8Tj!; 3. R×T, D6Tj; 4. R1C, D×P7C mate.

575

1. ...T8Tj!; 2. R×T, D3Tj; 3. R1C, D7T mate.

576

1. ...D×PTj!; 2. R×D, T3Tj; 3. R3C, T6T mate.

577

1. ...C7Tj!; 2. A×C, D5C mate.

578

1. ...T×Pj!; 2. Cualquier jugada, D×PT mate.

579

1. ...T×Tj; 2. D×T, D×PC mate.

580

1. ...D5Cj; 2. R2A, D7Cj; 3. R1R, D8A mate.

581

1. ...T(8A)×Tj; 2. R×T, D8R mate.

582

1. ...D6Cj (Las negras también pueden dar mate comenzando con 1. ...D5Cj o 1. ...D4Cj.); 2. R1T, D7C mate.

583

1. ...C6T mate.

584

1. ...T×Aj!; 2. R×T, D6Cj; 3. R1T, D6T mate.

585

1. ...C6C mate.

586

1. ...T×Pj! (Si ahora 2. R1T, D×P mate.); 2. A×T, D×A mate.

587

1. ...A7Tj!; 2. R×A, D2Aj (O 2. ...D1Cj.); 3. A4A, D×Aj; 4. R1C, D6C mate.

588

1. ...D×PTj!; 2. C×D, P5C; 3. R1C, T×C. Seguido de ...T8T mate.

589

1. ...C×Pj!; 2. C×C, C6C mate.

590

1. ...T7R!; 2. T×T, D×T mate.

591

1. ...A6TR!; 2. P×A, D6A mate.

592

1. ...T7Aj! (Si 2. R1R, D×Cj; 3. A1A, D×A mate.); 2. A×T, A6Tj; 3. R1R, P×Aj; 4. R×P, D7Cj; 5. R1R, D6C mate.

593

1. ...D×Cj!; 2. T×D, T8C mate.

594

1. ...T8Tj!; 2. A×T (Si 2. R2C, T[8TD]8CR mate.), D×PAj; 3. A2C, D8C mate.

595

1. ...D6C!; 2. P×C, D5T mate.

596

1. ...D7Aj; 2. R1T, D5T; 3. P3T, D6C; 4. P×C, T7A; 5. T1C, D5T mate.

597

1. ...T8Rj! (Si ahora 2. D×T, D×C mate.); 2. C×T, D8T mate.

598

1. ...T×Tj; 2. C×T, D8A mate.

599

1. ...D8Aj; 2. T1C, C6Cj; 3. P×C, D6T mate.

600

1. ...T7A; 2. T1C, T(1A)6A! Y las blancas se encuentran indefensas contra 3. ...D×PTj; 4. P×D, T×PT mate.

601

1. ...C7Rj; 2. R1T, T×Aj!; 3. T×T, C6C mate.

602

1. ...D×PAj!; 2. T×D, T×Tj; 3. R1T, C6C mate.

603

1. ...C6A mate.

604

1. ...D6Rj; 2. R1A, A7T! Seguido de ...D8C mate.

605

1. ...T×PTj!; 2. P×T, D×PT mate.

606

1. ...T×PTj!; 2. R×T, D5Tj (Si ahora 3. T3TR, D×T mate.); 3. R2C, A6Tj!; 4. R2T (Si 4. T×A, T×Pj; 5. R1T, D×T mate.), A8Aj desc.; 5. T3T, D×T mate.

607

1. ...T6Tj!; 2. T×T, D7C mate.

608

1. ...T×PAj! (Si ahora 2. C×T o 2. T×T, D6C mate. Si 2. D×T, D×Pj; 3. R1C, D8T mate.); 2. R1C, D6Cj; 3. D2C, D×D mate.

609

1. ...T×Pj!; 2. P×T, D7T mate.

610

1. ...D5Aj (Si ahora 2. R1C, D6Cj fuerza el mate.); 2. A3C, A8Cj!; 3. D×A (Si 3. R×A, D×Aj fuerza el mate.), C5Cj!; 4. P×C, D3Tj; 5. A4T, D×A mate.

611

1. ...C(5R)×Aj; 2. PA×C, T×Pj!; 3. R×T, D2T mate.

612

1. ...A×Pj!; 2. R×A (Si 2. R1C, A7Tj; 3. R2A, D5T mate. O 3. R×A, D4Rj; forzando el mate igual que en la línea principal.), D4Rj; 3. R1C, D6Cj; 4. D2C, D×D mate.

613

1. ...T8Cj!; 2. Cualquier jugada, D6ADj; 3. T2CD, D×T mate.

614

1. ...T8Aj!; 2. A×T, D×PRj; 3. A2C, D8Cj; 4. Se cubre de Dama, D×Dj; 5. A1A, D×A mate.

615

1. ...T×P!; 2. R×T, T1Tj; 3. R1C, D×Cj!; 4. P×D, C6Aj doble; 5. R2C, T7T mate.

616

1. ...T8Cj!; 2. C×T, D7C mate.

617

1. ...C5Cj; 2. R3T, C5A mate.

618

1. ...C×Pj!; 2. P×C, D6Tj; 3. D2T, A×Cj; 4. R1C, T8A mate.

619

1. ...T8Rj! (Si ahora 2. T×T, D8T mate.); 2. D×T, D7C mate.

620

1. ...C7Rj; 2. R1T, T×Pj!; 3. R×T, T1Tj; 4. A6T, D5T mate.

621

1. ...A×Pj! (Si ahora 2. R1T, C6Cj!; 3. P×C, D3T —o ...D4T— mate.); 2. T×A, D8Aj; 3. T1A, D6Rj (Y ahora si 4. T2A, D×Tj; 5. R1T, D8A —o ...D8R— mate.); 4. R1T, C7Aj; 5. R1C (Si 5. T×C, D8Rj; 6. T1A, D×T mate.), C6Tj doble; 6. R1T, D8Cj; 7. T×D, C7A mate.

622

1. ...D6Cj!; 2. P×D, P×P mate.

623

1. ...D×PCj!; 2. D×D, C6Cj!; 3. P×C, T1TR mate.

624

1. ...D4A; 2. C1D, D6T; 3. C3R, C5C; 4. TR1R, D×PTj; 5. R1A, D8T mate.

625

1. ...T×PTRj!; 2. R×T, D7CR mate.

626

1. ...D8Rj; 2. A1C, C7Aj; 3. R2C, D5Rj; 4. R1A, D6Dj; 5. R2C, D6Aj; 6. R1A, C5Rj desc.; 7. R1R, D8A mate.

627

1. ...C7Rj!; 2. T×C, T8Aj!; 3. R×T, D8Tj; 4. R2A, C5C mate.

628

1. ...T×Pj!; 2. R×T, T7Aj; 3. R3C (Si 3. R1C, T8Aj; 4. R2C, D7A mate.), D6Aj; 4. R4T, D5Rj; 6. Rey juega, DTRj; 7. Rey juega, T8A mate.

629

1. ...P7Aj!; 2. R×P (Si 2. D×P, D8T mate.), D7Cj; 3. R3R, D6A mate.

630

1. ...A×Pj; 2. T×A, D8Dj; 3. T1A, T8Tj; 4. R×T, D×T mate.

631

1. ...T×PTj!; 2. R×T, D5Cj; 3. R2T, D5T mate. O 3. ...D4T mate.

632

1. ...T×PT!; 2. R×T, T3A; 3. D1A, T3Tj; 4. D3T, T×Dj; 5. R×T, D4T mate.

633

1. ...C6ARj; 2. R1T, C×P mate.

634

1. ...T8Dj; 2. R2A, T7Dj! (Si ahora 3. R×T, D×Pj; 4. R1R, D8A mate.); 3. R3C, T×PCj; 4. R4T, A8D mate.

635

1. ...A×Pj (Si ahora 2. T×A, D8Rj y mate en la siguiente jugada.); 2. R1C, A5Dj desc. (También es posible ...A8Tj desc. o ...A4Rj desc.); 3. T2CD, D8Rj; 4. R2A, T×T mate.

636

1. ...T8Tj!; 2. R2C, D4Cj; 3. R×T, D5Tj; 4. R2C, D×Pj; 5. R1T (Si 5. R3T, D6C mate.), D5Tj; 6. R2C, D6Cj; 7. R1T, D6T mate.

637

1. ...T×Pj!; 2. P×T, T×P mate.

638

1. ...A8Cj! (Si ahora 2. T×A, D7A fuerza el mate.); 2. R1T, T6C; 3. D×T, D×D; 4. T2A (Si 4. T×A, D×PT mate.), D×T; 5. Cualquier jugada, D7T mate.

639

1. ...T×Pj!; 2. R×T, D7Aj; 3. R3T (Si 3. T2C —o 3. R1T—, T1Tj; 4. T5TR, T×Tj, etc.), T1TRj; 4. T5TR, T×Tj; 5. R4C, D5T mate.

640

1. ...D4T; 2. A2R, C5C; 3. P4TR, D×PT!; 4. P×D A7T mate.

641

1. ...T×PA. Las negras fuerzan el mate.

642

1. ...D×PTj!; 2. R×C, T×Aj! (Si ahora 3. R×P, D3T —o ...A3T— mate.); 3. P×T, D5T mate.

643

1. D7Aj, R1D; 2. D7D mate.

644

1. T5Tj!, T×T; 2. P5Cj, T×Pj; 3. P×Tj, R4T; 4. T2Tj, R5C (Si 4. ...C5T; 5. D6Tj fuerza el mate.); 5. T2Cj, R5T; 6. D2Aj, R4T; 7. D3Aj, R5T; 8. T2Tj, R×P; 9. T5T mate.

645

1. T8Rj!, C×T; 2. D8A mate.

646

1. P7Dj, cualquier jugada; 2. D8A mate.

647

1. D7Rj!, D4C (Si 1. ...P4C; 2. D1Rj y mate en la siguiente jugada.); 2. D4Rj!, D5C; 3. D3R! Las blancas fuerzan el mate, por ejemplo: 3. ...D4C; 4. D3TR mate. O 3. ...D4A; 4. D3CR mate. Y si 3. ...P4C; 4. D1Rj seguido de mate.

648

1. TR1Rj, R5D (Si 1. ...R6A; 2. T3Rj, A×T; 3. D×A mate.); 2. D3Rj!, R×A; 3 D3CDj, R5D; 4. TD1D mate.

649

1. A4A mate.

650

1. D×Aj!, P×D; 2. C6Cj!, P×C; 3. A×P mate.

651

1. A6Aj!, D×A; 2. D×T mate

652

1. D4Tj, R×P; 2. D5Tj, R3A; 3. A5Cj, R4R; 4. A7R, P5AD; 5. T1Rj, D6R; 6. T×D mate

653

1. T5Tj, R2C; 2. T×PC mate.

654

1. C×Pj!, C×C; 2. C6C mate.

655

1. D×Cj, D×D; 2. A7A mate.

656

1. C×P mate.

657

1. T×Pj!, A×T; 2. D5Cj, Rey juega; 3. D5R mate.

658

1. D5Tj, P3C; 2. A7Aj, R2R; 3. C5Dj, R3D; 4. C4ADj, R3A; 5. C4Cj, R4C; 6. P4Tj, R×C; 7. P3Aj, R6C; 8. D1D mate.

659

1. TD1D!, A×D; 2. T3D mate.

660

1. D7Tj, R5C; 2. D3T mate. 1. P4CRj también fuerza el mate.

661

1. D5C mate.

662

1. D5D, P3R; 2. D×PR, P×D; 3. A×Pj, D2A; 4. T×A, D×A; 5. T8A mate.

663

1. D3A mate.

664

1. A5Tj, R×P (Si 1. ...R2T; 2. P6C mate.); 2. TD1Cj, R5A; 3. C2R mate.

665

1. A7Rj, R1R; 2. A6Aj desc., R1A; 3. D7Rj, R1C; 4. D×A mate.

666

1. T×Cj!, P×T; 2. D6A mate.

667

1. T8Aj!, R×T; 2. D7A mate.

668

1. D6D, D1D; 2. T8C!, A1R; 3. T×A!, D×T; 4. D7A mate.

669

1. T8Aj!, A×T; 2. D7Aj, R1D; 3. D7D mate.

670

1. T8Dj!, D×T (Si 1. ...R2A; 2. D6A mate.); 2. D×Aj, R1A. (Si 2. ...R2C; 3. A6T mate.). 3. A6Tj, R1R; 4. A5T mate.

671

1. T7Aj!, R×T; 2. D6Rj, R2C (Si 2. ...R1A; 3. T1ARj con mate en pocas jugadas.); 3. D7Rj, R3T; 4. C5A mate. O 4. C3A mate.

672

1. D×Cj!, T×D; 2. T×PT mate

673

1. D3Tj, C5T; 2. D×Cj, R3C; 3. D5T mate.

674

1. T×Cj, R×T; 2. D5T mate.

675

1. P4Dj!, P×P al paso; 2. D(4C)4AR mate.

676

1. A7A!!, D×A (Si 1. ...T×A; 2. D7Cj!, T×D; 3. T×P mate.); 2. T×Pj!, D×T; 3. D7Cj, R×P; 4. T1T mate.

677

1. D5Dj, R3C; 2. D5C mate.

678

1. T×Pj, D2T; 2. T×D mate. O 2. D×D mate.

679

1. A×PAj!, cualquier jugada; 2. D7C mate.

680

1. A8Cj, A2A (Si 1. ...R2D; 2. D5A mate.); 2. A×Aj, R2D; 3. D5A mate.

681

1. D3Dj, R4A; 2. D4Dj, R4C; 3. D4C mate.

682

1. C5Cj, R2D; 2. C8Cj, R1R; 3. C7A mate.

683

1. D6Rj!, C×D; 2. A5CD mate. Otra línea de juego es: 1. D5Cj!, C×D; 2. A×C mate.

684

1. D3Dj, R4T; 2. T5Aj, A×T (Si 2. ...R3C; 3. T6Aj doble seguido de mate.); 3. D×Aj, R×P; 4. P3Cj (Otro procedimiento es: 4. A3Cj!, R×A; 5. D2A mate.), R6T; 5. D1A mate.

685

1. D3TD mate.

686

1. T8Dj!, A×T; 2. T×Aj, R×T; 3. D×Tj, R2D; 4. D×Pj, R1D; 5. A7A mate.

687

1. D7Rj, R3T (Si 1. ...R1T; 2. D8A mate. Si 1. ...R1C; 2. D7ARj, R1T; 3. D8A mate.); 2. D8Aj, R×C; 3. D4A mate.

688

1. T×Pj!, P×T; 2. A6Cj!, C×A; 3. D×Pj, C2R; 4. D×C mate.

689

1. A6C mate.

690

1. D7Aj, R×P; 2. T5Aj, R5R; 3. D5Dj, R6R; 4. D3D mate.

691

1. D5R mate.

692

1. T×Cj!, P×T (Esto conduce a un mate más espectacular que 1. ...D2R; 2. T×Dj, R1D; 3. T×Cj, R×T; 4. D6Dj, R1R; 5. D7R mate.); 2. D6Cj!, P×D; 3. A×P mate.

693

1. C4Rj, R2R; 2. D7A mate. Se obtiene el mismo resultado con 1. C5Cj.

694

1. D5Rj, R2D; 2. T7Aj, D×T; 3. D7Rj, R1A; 4. D×D mate.

695

1. T8Dj!, D×T; 2. D6Rj, R4A; 3. C3Cj, R5A; 4. D4R mate.

696

1. D8Aj, R2D; 2. A6Rj!, R×A; 3. D5A mate.

697

1. D3CD mate.

698

1. D7Aj, R6R; 2. D3Cj, R5R (Si 2. ...R7R; 3. A5C mate.); 3. D5R mate.

699

1. T×Pj!, T×T; 2. D8T mate.

700

1. T×PAj!, R×T (Si 1. ...R1C; 2. T7Cj y 3. D×T mate.); 2. T7Dj, cualquier jugada; 3. D×T mate.

701

1. A6Tj!, R1T (Si 1. ...R×A; 2. D×PAR mate.); 2. D×PARj, D2C; 3. D×D mate.

702

1. D5Tj, A4C; 2. D1Dj, D5D; 3. D3Cj, R4R; 4. D3Cj, K4D; 5. D6D mate.

703

1. P4Cj!, P×P; 2. A4D mate.

704

1. D6Tj, R1C (Si 1. ...R2A; 2. D7C mate.); 2. D8Tj, R2A; 3. D7C mate.

705

1. P5Aj!, A×P; 2. D5T mate.

706

1. D×PRj, A2R; 2. D×PCj, R1A; 3. A6T mate.

707

1. D6Rj, R2A; 2. A6D mate.

708

1. P4TRj, R×P (Si 1. ...R3T; 2. D×PT mate.); 2. D3C mate.

709

1. D7C mate.

710

1. D5Aj, R1C; 2. D6Cj, R1A; 3. A6D mate.

711

1. D×Cj, R2R (Si 1. ...R2D; 2. D8R mate.); 2. D8Rj, R3A; 3. D6Rj, R4C; 4. T1CRj!, D×T; 5. D5Aj, R3T; 6. D5T mate.

712

1. D5Dj!, R1A (Si 1. ...C×D; 2. T8R mate.); 2. D7Dj, R1C; 3. D8Dj, C1A; 4. D×Cj, R×D; 5. T8R mate.

713

1. T×Aj!, R×T; 2. D7AR mate.

714

1. T7Tj!, R×T; 2. D×Pj, Rey juega; 3. T1Tj, D5T; 4. T×D mate.

715

1. D5Cj, R2A; 2. T7Dj. Forzando el mate en la siguiente jugada.

716

1. D6Tj!, C×D; 2. A×Cj, R1C; 3. P7A mate.

717

1. A6Aj, T×A; 2. P3CRj, R6T; 3. D5T mate.

718

1. P5Aj, R3R; 2. D3C mate.

719

1. D6Cj!, P×D; 2. A×PC mate.

720

1. D×PA!, P×D; 2. A×P mate.

721

1. A3Dj!, R×C; 2. D2A mate.

722

1. A6A mate.

723

1. P4CDj!, A×P; 2. A6Cj!, P×A; 3. D×T mate.

724

1. C6Rj, R1A (Si 1. ...R2D; 2. C×Aj doble, R1D; 3. D7D mate.); 2. C×Aj desc., R1C; 3. C7Dj, R1A; 4. C6Cj doble, R1C; 5. D8Aj!, T×D; 6. C7D mate.

725

1. T×Pj!, D×T; 2. D4C mate.

726

1. P5Cj, R3C; 2. D×T(7A) mate.

727

1. D3T mate.

728

1. D5Aj!, P×D; 2. T8D mate.

729

1. D×Cj!, A×D; 2. C6Aj, R2R; 3. T×Aj, R3R; 4. A4C mate.

730

1. T8Rj!, D×T; 2. D7A mate.

731

1. C6Aj, R1A; 2. D8R mate.

732

1. C7Aj, R1D; 2. A5Cj!, P3A; 3. C6Rj, R1R; 4. C×Pj, R2A (Si 4. ...R1D; 5. A×Pj y mate en la siguiente jugada.); 5. A4ADj, R×C; 6. D×PA mate.

733

1. D4AD mate.

734

1. A6ADj, R1D; 2. D7D mate.

735

1. C6Aj!, P×C; 2. D3Cj, A5C; 3. D×A mate.

736

1. A4ADj, A4D (Si 1. ...C4D; 2. D6R y 3. A6TR mate.); 2. A×Aj, C×A; 3. D6Rj, Rey juega; 4. A6TR mate.

737

1. C8Rj, R4R; 2. D3Cj (Otro modo es 2. D7Cj —o 2. D8Tj—, R5R; 3. D4D mate.), R5R; 3. C6A mate. O 3. D4A mate. O 3. T4D mate.

738

1. D7Rj, R3C; 2. D×PDj, Rey juega; 3. D6AD mate.

739

1. D8Dj, R2A; 2. C5R mate.

740

1. C5Tj!, P×C; 2. D5C mate.

741

1. T×PCj!, R2T (Si 1. ...P×T; 2. D×P mate.); 2. T6Aj desc., R1C; 3. D5Cj, Rey juega; 4. T6T mate.

742

1. D6Rj!, R×C (Si 1. ...R1D; 2. D8Rj, R×C; 3. T7C mate.); 2. T7Cj, R1D; 3. C6Aj!, T×C (Si 3. ...C×C; 4. D7D mate.); 4. T8Cj, R2A; 5. D8A mate.

743

1. T×PCDj!, R×T; 2. D6C mate.

744

1. D×PRj, R5A; 2. C3T mate.

745

1. T6Tj!, P×T; 2. D4C mate. Las blancas pueden ganar por otros caminos, aunque menos elegantes, por ejemplo: 1. D5Aj, R5T (O 1. ...P4CD; 2. D3T mate.); 2. P3CD mate. O 2. T4D mate.

746

1. D×PAj!, R×D; 2. T(1T)7Tj, R1R; 3. A×PCR mate.

747

1. D×Cj!, P×D; 2. A6TRj, D2C; 3. T×P mate.

748

1. A5Cj!, P×A; 2. D×PCj, R3R; 3. C8D mate.

749

1. C4Cj!, P×C (Si 1. ...R2C; 2. D7T mate. O 1. ...R2R; 2. D6D mate.); 2. A5Rj!, R×A; 3. D4D mate.

750

1. A×Pj!, R×A; 2. C5Cj, R1R (Si 2. ...R3A; 3. D6R mate.); 3. D6R! Y las blancas fuerzan el mate.

751

1. D8Aj, R2R; 2. T6R mate.

752

1. D×Aj, R5D; 2. A3Rj!, R×A; 3. D2A mate.

753

1. D6A mate.

754

1. P4Cj, R3C; 2. D8Rj, R3T (O 2. ...R4C.); 3. D5T mate.

755

1. T7Rj, R1A; 2. A6R mate.

756

1. C6Tj!, P×C; 2. D4C mate.

757

1. ...C7A mate.

758

1. ...D5Dj; 2. R3C (Si 2. R2R, D[8C]8D mate.), D3Cj; 3. D4C, D(3C)×Dj; 4. P×D, D6Rj; 5. R4T, P4Cj; 6. R5T, D3R; 7. D5Aj, D3Cj!; 8. D×Dj, P×D mate.

759

1. ...D7Aj; 2. R4D, D6D mate. O 2. R3A, D7C mate.

760

1. ...C6Cj!; 2. P×C, D8R mate.

761

1. ...D5Rj; 2. R3C, D5Cj; 3. R2T, T×P mate.

762

1. ...T8Dj!; 2. A×T, A6Dj; 3. A2R, A×A mate. O 3. ...D×A mate.

763

1. ...C6T mate.

764

1. ...D5Tj!; 2. R×D, T3TDj; 3. D×T, C6Aj; 4. R5T, C6C mate. Las negras pueden llegar al mismo resultado por trasposición de sus dos primeras jugadas.

765

1. ...T8ARj!; 2. R×T, D8Dj; 3. R2A (Si 3. T1R, D6Aj; 4. A2A, T8Cj; 5. R×T, D7C mate.), D8CRj; 4. R3A, D8TRj; 5. R2A, T7Cj; 6. R3A, T8Cj desc.; 7. Rey juega, D7C mate.

766

1. ...T8Aj!; 2. R×T, T8Rj!; 3 C×T; D×C mate.

767

1. ...D×Aj!; 2. T×D, A6AR mate.

768

1. ...A4Dj; 2. P3A, A×PAj; 3. T×A, D8C mate.

769

1. ...C×D mate.

770

1. ...D8A!; 2. T×D, T×T mate.

771

1. ...D7Cj!; 2. R×C, D5C mate. O 2. ...T1AD mate. Las negras tienen otros procedimientos para dar el mate, por ejemplo: 1. ...P5Tj!; 2. R×C, T1AD mate. O 1. ...A5Tj!; 2. Rey juega, D5C mate.

772

1. ...D×Pj!; 2. R×D, T3A; 3. A1A, T3Tj; 4. A3T, T×Aj; 5. R1C, T8T mate.

773

1. ...T×Pj! (Si ahora 2. T×T, D6Rj; 3. R1A, D8R mate.); 2. R3C, D6Rj; 3. R4T, D5Aj (Si ahora 4. P4C, T×P mate.); 4. R3T, T6Rj; 5. P3C, T×PTj!; 6. R×T, D×Pj; 7. R1T, D6Tj; 8. R1C, T6Cj; 9. R2A, T7Cj; 10. R1R, D6Rj; 11. R1D, D8Cj; 12. D1A, D×D mate.

774

1. ...A6Tj; 2. C×A, D6Aj; 3. R1C, D8T mate.

775

1. ...D4T mate.

776

1. ...A6Rj!; 2. A×A (Si 2. R1C, D8Dj —o ...D4CDj— y mate en la jugada siguiente.), C7A!; 3. A×C, D7Dj; 4. R1C, D8Dj; 5. R2T, D×PA mate.

777

1. ...T×Cj!; 2. D×T, D7A mate.

778

1. ...C5Dj!; 2. P×C (Si 2. R2C, C6D mate. O 2. R4T, D4C mate.), D4Cj; 3. A4C, D×A mate.

779

1. ...A5Cj!; 2. R×A, D5Tj; 3. R3A (Si 3. R5A, P3CR mate.), P4TR!; 4. Cualquier jugada, D5C mate.

780

1. ...C6Dj; 2. R1A; D8D mate.

781

1. ...C6A mate.

782

1. ...C×PRj; 2. P×C, C4A mate. Las negras pueden también forzar el mate invirtiendo el orden de estas jugadas.

783

1. ...A5Dj! (Si ahora 2. C×A, D7A mate.); 2. R2C, D5Rj; 3. R3C, D6A mate. O 3. ...P5T mate.

784

1. ...D7R!; 2. T×D (Si 2. T×T, D7C mate. Si 2. D2D, D8Aj!; 3. T×D, T×T mate.), T8A mate.

785

1. ...T×Cj!; 2. R×T, T8Tj!; 3. R×T, D5Tj; 4. R1C, D7Tj; 5. R1A, D8Tj; 6. R2D, D×Pj; 7. R3D, D7Aj; 8. R4D, D5Aj; 9. R5R, D4D mate.

786

1. ...P5Tj! 2. R×C, P3D mate. O 2. ...P4D mate.

787

1. ...C6A mate.

788

1. ...T×Pj!; 2. T×T, P5Aj desc.; 3. T4C, D6C mate.

789

1. ...D5D mate.

790

1. ...D4Aj; 2. R3C, D7AR mate.

791

1. ...C3A×PDj; 2. P×C, C×PDj; 3. R3A, A5Cj; 4. R×A, C3Aj; 5. R3A, D5Cj; 6. R2A, C5D mate.

792

1. ...TR1Cj (Si ahora 2. R5T —o 2. R6T—, D6T mate.); 2. R7T, A3Aj desc.; 3. R×T, O-O-O mate.

793

1. ...P7Aj; 2. R2R, A5C mate.

794

1. ...A5Cj; 2. R3R (Si 2. P3A, seguiría 2. ...D7Aj, y 3. ...D×D mate. Si 2. R2D, D7Aj y mate a la siguiente jugada.), P×Pj!; 3. R×C, D7Aj; 4. A3R, D×A mate.

795

1. ...C4Rj!; 2. P×C, P4TR mate.

796

1. ...C4Rj; 2. R×P, D6Aj; 3. R2D, C5Aj; 4. R1A D7R. Las negras fuerzan el mate en la jugada siguiente: si 5. A2A, D7D mate, y a cualquier otra jugada de las blancas seguiría 5. ...D×A mate.

797

1. ...D×Dj!; 2. R×D, A7Aj; 3. R1A, T8D mate.

798

1. ...T6Aj! (Si ahora 2. R2T, D5T fuerza el mate.); 2. A×T, D×Aj; 3. R2T, D6T mate.

799

1. ...C6Aj; 2. R1R, D8D mate.

800

1. ...D×PCj!; 2. R×C, P4ARj; 3. R×P, P3Dj desc.; 4. R4R, A4Aj!; 5. R×A, D3C mate.

801

1. ...C7Aj!; 2. D×C, D×C mate.

802

1. ...T7Aj; 2. Rey juega, C6R mate.

803

1. ...T7Cj; 2. R3D, C8CD mate.

804

1. ...D8CRj; 2. R3T, D(8D)8ARj; 3. D2C, D8T mate.

805

1. ...A6D mate.

806

1. ...C3T!; 2. D1C, C4Aj; 3. R5C, D4T mate.

807

1. ...D6Dj; 2. R5A, P3Cj; 3. R6A, A2D mate. O 3. ...D2D mate.

808

1. ...D×Pj; 2. D3D, A5A mate.

809

1. ...T1Tj; 2. R7C, A3T mate.

810

1. ...D5TRj; 2. R2C, D7T mate.

811

1. ...P5R mate.

812

1. ...C6Rj; 2. Rey juega, D8Aj; 3. R2T, D7C mate.

813

1. ...A8Cj desc. (Otro camino sería 1. ...A8Rj desc.; 2. R3R, D7Aj; 3. R3D, D7D mate.); 2. R3C, D7Aj; 3. R3T, D7T mate.

814

1. ...T8Cj!; 2. A×T, D7R mate.

815

1. ...P3TRj; 2. R4A, P4Cj; 3. R5R, D3R mate.

816

1. ...T×Pj! (Si 2. R×T, T1CRj; 3. R1T, D6A mate. O 3. R3T, D3T mate.); 2. R1T, T×PTj! (Si ahora 3. R1C, T1CRj; 4. R×T, D5T mate. O 4. ...D3T mate.); 3. R×T, D5Tj; 4. R2C, D5Cj!; 5. R2T, D4Tj; 6. R2C, T1CR mate.

817

1. D8Dj!, R×D; 2. A5Cj doble, R1R; 3. T8D mate.

818

1. C6Cj!, R×A; 2. C×Tj doble, R1C; 3. D7T mate.

819

1. C8Dj. desc., R1T; 2. D8Aj, C1C; 3. D×C mate. O 3. C7A mate.

820

1. C6Tj doble, R1T; 2. D8Cj!, R×D; 3. C7A mate.

821

1. T×Tj doble, R×C; 2. D5C mate.

822

1. D7Tj, R1A; 2. D8Tj, R2R; 3. C5Aj!, P×C; 4. A5A mate.

823

1. A8Rj doble!, R×A; 2. D7AR mate.

824

1. T1Rj, R×P; 2. P3Aj, R6D; 3. T5D mate.

825

1. T6Dj, T×T; 2. C6R mate.

826

1. C4Tj, R2T; 2. D3Dj, A4AR; 3. D×Aj, R1T; 4. C6Cj, R2T; 5. C8Aj doble, R1T; 6. D7Tj!, C×D; 7. C6C mate.

827

1. D7Tj!, R×D; 2. T7Rj doble, R1T; 3. T7T mate.

828

1. A5Cj!, R×A; 2. C6D mate.

829

1. T×Pj doble, R×T; 2. D6C mate. O 1. T8Cj desc., T4A; 2. D6C mate. O 2. A×T mate.

830

1. T×Cj!, T×T; 2. D6Rj, R1A; 3. C7D mate.

831

1. D8Rj, A1D; 2. D×Pj!, R×D (Si 2. ...R1C; 3. D×A mate.); 3. A4Cj, R3D; 4. T6Rj, R2D; 5. T5Rj desc., R3D; 6. P5A mate.

832

1. D5Rj, R1T (Si 1. ...R1A; 2. D7A mate.); 2. C7Aj, R1C; 3. C×Tj desc., R1T; 4. C7Aj, R1C; 5. C6Tj doble, R1T; 6. D8Cj!, T×D; 7. C7A mate.

833

1. C5Aj doble, R1R; 2. C×PC mate.

834

1. T7Rj, R1A; 2. T8Rj doble!, R×T; 3. D7R mate.

835

1. C6A mate.

836

1. D8Cj!, R×D (Si 1. ...T×D; 2. C7A mate.); 2. C7Rj doble, Rey juega; 3. C6Cj!, P×C; 4. C×P mate.

837

1. D6Cj!, A×D; 2. C5Cj!, P×C; 3. P×A mate.

838

1. D×Aj!, R×D; 2. C5Aj doble, R1C; 3. C6T mate.

839

1. C6Dj doble!, R1D; 2. D8Rj!, T×D; 3. C7A mate.

840

1. D×PTj!, R×D; 2. P×Pj doble, R2C; 3. T7Tj, R3A; 4. T×Pj, R4C; 5. C2A, C(2R)3A (Si 5. ...P4D; 6. P4ADj lleva al mate.); 6. P4ADj, R3T; 7. T1Tj, C4T; 8. C4C mate. O 8. T7TD mate.

841

1. P5Tj, R3T; 2. C×PRj desc., P4CR (O 2. ...R2T; 3. D×PC mate.); 3. P×P al paso, mate.

842

1. D6Rj, R1T (Si 1. ...R1A; 2. D7A mate.); 2. C7Aj, R1C; 3. C6Tj doble, R1T; 4. D8Cj!, T×D; 5. C7A mate.

843

1. D6R!! (Si 1. ...C×D. O 1. ...T×D; 2. C[4T]6Cj desc., R1C; 3. T8T mate.), A×D; 2. C5Aj desc., R1C; 3. C7R mate.

844

1. C5Aj desc., R1C (Si 1. ...R1R; 2. D7R mate.); 2. D8ARj!, R×D (Si 2. ...R2T; 3. D×PC mate.); 3. T8Aj, D1D; 4. T×D mate.

845

1. C(5D)6Aj!, P×C; 2. A6Tj desc., D4C (Si 2. ...P×D; 3. C×P mate.); 3. C×P mate.

846

1. A×Pj, R1T; 2. C×PARj!, T×C; 3. C6Cj!, R×A; 4. C8Aj doble, R1C; 5. D7Tj!, R×C; 6. D8T mate.

847

1. C6Aj doble, R1A; 2. D8R mate.

848

1. D7Cj!, T×D; 2. A6Cj desc., R1C (Si 2. ...T2T; 3. T×Tj, R1C; 4. C6T mate); 3. C6Tj, R1T; 4. C×Pj doble, R1C; 5. T8T mate.

849

1. T×Aj!, T×T; 2. T×Tj, C×T; 3. C×Cj desc., C4AD; 4. D×Cj, R1R; 5. D7R mate.

850

1. A5Cj doble, R2A (Si 1. ...R1D; 2. T8R mate.); 2. A8R mate.

851

1. C7D mate.

852

1. D7Cj!, A×D; 2. C6A mate.

853

1. T×Tj doble (Otro camino es 1. T×Aj doble, R1T; 2. T8C mate. O 2. T×P mate.), R×T; 2. D7A mate.

854

1. C(7C)6Rj doble, R1R; 2. D8Aj!, C×D; 3. C7C mate.

855

1. D7Dj!, A×D; 2. C6Dj doble, R1D; 3. C7Aj, R1A; 4. T8Rj!, A×T; 5. T8D mate.

856

1. C5Rj desc., R1D; 2. C7Aj, R1R; 3. C6Dj doble, R1D; 4. D8Rj!, T×D; 5. C7A mate.

857

1. C×PDj desc.!, C×D (Si 1. ...C3R; 2. C6A mate. O si 1. ...D2R; 2. D×D mate.); 2. C6A mate.

858

1. D×Pj!, R×D; 2. P×Aj desc., R3C; 3. C7R mate.

859

1. A5C mate.

860

1. C7Aj, R2T; 2. D×PTj!, P×D; 3. C5Cj doble, R1T; 4. T7T mate.

861

1. C7Rj doble, R1T; 2. C6Cj!, P×C; 3. PT×Cj desc., D5T; 4. T×D mate.

862

1. D6Aj, R1C; 2. D7Cj!, T×D; 3. C6Aj, R1T; 4. P×Tj doble, R×P; 5. T7T mate.

863

1. C7Aj!, R1A (Si 1. ...C×C; 2. D8Dj!, R×D; 3. A5Cj doble, R1R; 4. T8D mate.); 2. D8D mate.

864

1. T×Pj!, PA×T (Si 1. ...PT×T; 2. D8T mate.); 2. C7R mate.

865

1. A7Cj doble!, R×A; 2. D6Tj!!, R×D; 3. C5A mate.

866

1. D7Tj!, R×D; 2. A7A mate.

867

1. D8Dj!, R×D; 2. A5CRj doble, R1R; 3. T8D mate.

868

1. T3Cj!, P×T; 2. A×PTj!, R×A; 3. PT×Pj desc., R1C; 4. T8T mate. O 4. D8T mate.

869

1. D×PTj!, R×D; 2. P×Pj doble, R×P; 3. T6T mate.

870

1. C5Rj doble, R2R (Si 1. ...R3R; 2. D7Aj, R4A; 3. P4CR mate.); 2. D7Aj, R3D; 3. C4A mate.

871

1. D8Dj!, R×D; 2. A5Tj doble, Rey juega; 3. T8D mate.

872

1. D×PCj!, C×D; 2. T×Cj, R1T; 3. T8Cj doble!, R×T; 4. T1CRj, D4C; 5. T×D mate.

873

1. C7Dj, R1A; 2. C6Cj doble, R1C; 3. D8Aj!, T×D; 4. C7D mate.

874

1. C6Cj, R2T; 2. C8Aj doble, R1T; 3. D7Tj!, C×D; 4. C6C mate.

875

1. D8Rj!, T×D; 2. T×Tj, A×T; 3. P7Aj desc., T×A (Si 3. ...A3A; 4. A×A mate. O 4. P8A[=D] mate.); 4. P8A(=D) mate.

876

1. P6Aj desc.!, P×D; 2. A6Rj, R1R; 3. P7A mate.

877

1. C5Cj, Rey juega; 2. C7Aj, R2T; 3. D6Tj!, A×D; 4. C5Cj doble, R1T; 5. T7T mate.

878

1. A7Aj!, R×A; 2. C5Rj doble, R3R; 3. D7Aj, R3D; 4. C4Aj, R4A; 5. D5Dj, R5C; 6. P3Tj, R5T; 7. P3C mate.

879

1. D7Dj!, A×D; 2. C6Dj doble, R1D; 3. C7Aj, R1A; 4. T8Rj!, A×T; 5. T8D mate.

880

1. A6Cj!, P×A; 2. C(6D)×PAj doble, R2A (Si 2. ...R1R; 3. D8D mate.); 3. D6D mate.

881

1. D8Dj!, R×D; 2. A5CRj doble, R2A (Si 2. ...R1R; 3. T8D mate.); 3. A8D mate.

882

1. T8Rj, A1D (Si 1. ...T1D; 2. C7Aj, y las blancas dan mate del mismo modo que en la línea principal.); 2. T×Aj, T×T; 3. C7Aj, R1C; 4. C6Tj doble, R1T; 5. D8Cj!, T×C; 6. C7A mate.

883

1. ...A7Tj; 2. R1T, A6Cj desc.; 3. R1C, T8Tj!; 4. R×T, D5Tj; 5. R1C, D7T mate.

884

1. ...C6Aj; 2. R1A, D4Cj; 3. R1C, C7Dj; 4. R1A, C6Cj descubierto; 5. R1C, D8Aj!; 6. T×D, C7D mate.

885

1. ...A6Aj doble! (Si ahora 2. R3T, D5C mate.); 2. R×A, D5C mate.

886

1. ...C7Aj doble; 2. R1C, C×P mate.

887

1. ...A5C mate.

888

1. ...D×Cj; 2. D×D, T×Dj; 3. R2C, T6Cj doble; 4. R2T, T7Cj doble (Si ahora 5. R3T, T7T mate.); 5. R1T, T7Tj doble; 6. R1C, T8T mate.

889

1. ...C6A mate.

890

1. ...D7Tj!; 2. R×D, A7Aj desc.; 3. A6T, T×A mate.

891

1. ...C5Rj doble; 2. R3R, D7Aj; 3. R4A (Si 3. R3D, C4A mate.), P4CR mate.

892

1. ...C7Aj; 2. R1C, C6Tj doble; 3. R1T, D8Cj!; 4. C×D, C7A mate.

893

1. ...D6Tj!; 2. R×D, C6Rj desc.; 3. R2T, T1T mate.

894

1. ...D×PTj!; 2. R×D, P×Pj doble; 3. R1C, T8T mate.

895

1. ...A6Dj doble; 2. R1R, T8A mate.

896

1. ...D×Pj!; 2. R×D, T4Tj doble; 3. R1C, A7Tj; 4. R1T, C6C mate.

897

1. ...D8Rj!; 2. R×D, A6Aj doble; 3. R1A, T8R mate.

898

1. ...C6D mate.

899

1. ...D7Cj!; 2. R×D, C5Aj doble; 3. R1C, C6T mate.

900

1. ...T8Aj!; 2. A×T, D2Tj; 3. D6C, D×Dj; 4. T4D, D×Tj; 5. A3R, D×Aj; 6. R1T, C7Aj; 7. R1C, C6Tj doble; 8. Rey juega, Dama mate.

901

1. ...D7Aj!; 2. R×D, T8Dj desc.; 3. A3R, A×A mate.

902

1. ...C5Tj desc.; 2. R1R (Si 2. R1C, D5CR mate.), C×C mate.

903

1. ...D×PADj!; 2. R×D, T5AD mate.

904

1. ...D8Tj!; 2. R×D, T×Cj doble; 3. R1C, T8T mate.

905

1. ...T8Tj!; 2. T×T, D4Cj; 3. C3R, D×Cj; 4. R1C, C7Dj; 5. R1A (Si 5. R2T, T1Tj, fuerza el mate.), C6Cj doble; 6. R1C, D8Aj!; 7. T×D, C7Dj; 8. R2T, T1Tj. Seguido de ...T×D mate.

906

1. ...D8Tj!; 2. R×D, C6Cj doble; 3. R1C, T8T mate.

907

1. P8A(=C) mate.

908

1. P7Tj, R1A; 2. P8T(=D) mate.

909

1. P8T(=D)j!, T×D; 2. C5Aj, R1C; 3. T×Tj, R×T; 4. D6Tj, cualquier jugada; 5. D7C mate.

910

1. D8TRj!, R×D; 2. P7Cj, R1C; 3. A7Tj!, Rey juega; 4. P8C(=D) mate.

911

1. T8Aj, T×T (Si 1. ...R2C; 2. D7A mate.); 2. A4Aj, R2C; 3. P8R(=C)j!, T×C; 4. D7A mate.

912

1. D×Cj!, R×D; 2. T×Cj!, A×T; 3. A5Aj, R1D; 4. P7Rj, R1A; 5. P×T(=D)j, A1R; 6. D×A mate.

913

1. P8C(=C) mate.

914

1. T×Pj!, A×T (Si 1. ...D×T; 2. D4C mate.); 2. D7R mate.

915

1. D8Cj!, C×D; 2. P×C(=D)j doble, R×D; 3. C7Rj doble, R2C; 4. T7Aj, R3T (Si 4. ...R1T; 5. T8Aj, R2C; 6. T8Cj, R3T; 7. T6C mate.); 5. T6Aj, R2C; 6. T6Cj, R1A; 7. T8C mate.

916

1. C6D mate.

917

1. D×Pj!, P×D; 2. P7Cj, R2T; 3. P×T(=C)j, R1T; 4. T8C mate.

918

1. D1Aj, P4C (Si 1. ...R4T; 2. P4CDj, R5T; 3. A3C mate.); 2. P4TD, P3A (Si 2. ...T1C; 3. P×P mate.); 3. D×Pj!, P×D; 4. P×Pj doble, R×P; 5. P4A mate.

919

1. P×Pj, cualquier jugada; 2. T×T mate.

920

1. D6T, D1A; 2. D×PTj!, R×D; 3. T1Tj, D3T; 4. T×Dj, R×T; 5. T1T mate.

921

1. C7Aj, R1A; 2. T8Dj!, C×T; 3. D8R mate.

922

1. P8D(=D)j (Las blancas pueden también conseguir el mate comenzando con 1. P8D[=T]j. O 1. D6ADj.), R2C; 2. D(8D)8CD mate.

923

1. D8Aj!, T×D; 2. C7D mate.

924

1. C7Aj, R1C; 2. C8Dj desc., R1T; 3. P8R(=D)j, A1A; 4. D×A mate.

925

1. ...T8Dj!; 2. A×T, P×A(=D o T) mate.

926

1. ...P8A(=C) mate.

927

1. ...T8Tj!; 2. C×T, T×C mate.

928

1. ...A5Rj desc.; 2. C2C, T×Cj; 3. R1T, T8Cj doble!; 4. R×T, T1Cj; 5. A4C, T×A mate.

929

1. ...D×C!; 2. A×C (Si 2. P×D, A×P mate.), D×PTj!; 3. R×D, PT×Aj desc.; 4. R1C, T8T mate.

930

1. ...C7Rj; 2. R1T, R2R! (Si ahora 3. P3T, T×P mate.); 3. A6TR, T×A; 4. Cualquier jugada (excepto mover el PTR, a lo que seguiría ...T×P mate), T×Pj!; 5. R×T, T1T mate.

931 (Por W. May)

Clave: 1. P8A(=C) amenazando 2. C8R mate.

Si 1. ...P×C; 2. D4AR mate. Si 1. ...A2A; 2. C4R mate. Si 1. ...A3C; 2. C5C mate. Si 1. ...P3R; 2. P×P mate. Si 1. ...P4R; 2. P×P al paso mate. Si 1. ...D4C; 2. C×D mate.

932 (Por H. Ahues)

Clave: 1. C5A amenazando 2. D4A mate.

Si 1. ...P4C; 2. C7D mate. Si 1. ...T3A; 2. C3D mate.

933 (Por B. Ghirelli)

Clave: 1. A×P4C amenazando D5R mate.

Si 1. ...C4A; 2. T4D mate. Si 1. ...C3A; 2. D×C mate. Si 1. ...C×T; 2. D×C mate. Si 1. ...A3A; 2. C×P3R mate. Si 1. ...A5A; 2. C×P7R mate. Si 1. ...T4A; 2. C×PC mate.

934 (Por E. Bachl)

Clave: 1. C8A amenazando 2. C6C mate.

Si 1. ...A4CD; 2. D8C mate. Si 1. ...T4C; 2. D3R mate. Si 1. ...C(6C)4A; 2. D4R mate. Si 1. ...C(5D)4A, o 1. ...C4C; 2. C6R mate. Si 1. ...P4A; 2. D5R mate.

935 (Por P. Moutecidis)

Clave: 1. C3D amenazando 2. D4A mate.

Si 1. ...R×P; 2. P3R mate. Si 1. ...R7D; 2. P4R mate. Si 1. ...T×C; 2. PR×T mate. Si 1. ...A5R; 2. A1A mate.

936 (Por J. Buchwald)

Clave: 1. T2T.

Si 1. ...D×Cj; 2. P×D mate. Si 1. ...D3T; 2. D×D mate. Si 1. ...D2T; 2. C7A mate. Si 1. ...D3C; 2. C×D mate. Si 1. ...D2A; 2. C×D mate. Si 1. D1D; 2. D6TD mate. Si 1. ...T×C; 2. D×T mate.

937 (Por K. Link)

Clave: 1. D4C amenazando 2. D1R mate.

Si 1. ...D5A; 2. D×D mate. Si 1. ...D5D; 2. D×D mate. Si 1. ...D×C; 2. D×D mate. Si 1. ...D8T; 2. D4AR mate. Si 1. ...P8R(=D); 2. D×D mate.

938 (Por W. May)

Clave: 1. T4CR amenazando 2. T×C mate.

Si 1. ...C5A; 2. D×P mate. Si 1. ...C8R; 2. T2A mate. Si 1. ...C×P; 2. C3A mate. Si 1. ...T3C; 2. D×PD mate.

939 (Por F. Haendle)

Clave: 1. D5A amenazando 2. D7A mate.

Si 1. ...A×D; 2. T8A mate. Si 1. ...D×Aj; 2. D×D mate. Si 1. ...D3Aj; 2. A×D mate. Si 1. ...A3A; 2. A×D mate. Si 1. ...C4R; 2. C7C mate. Si 1. ...T1A; 2. D×T mate. Si 1. ...T2T; 2. D8A mate.

940 (Por F. Schulz)

Clave: 1. D6R amenazando 2. T×C mate.

Si 1. ...A×D; 2. C×A mate. Si 1. ...C5A; 2. T×C mate. Si 1. ...C2R; 2. T4A mate. Si 1. ...C5C; 2. T4A mate. Si 1. ...C(2D)3A; 2. D5R mate. Si 1. ...C(4D)3A; 2. D3R mate. Si 1. ...P3A; 2. D4R mate.

941 (Por W. May)

Clave: 1. T8AD amenazando 2. A5D mate.

Si 1. ...C(2A) juega; 2. A5D mate. Si 1. ...C3C; 2. A×P mate. Si 1. ...A4A; 2. C2C mate. Si 1. ...P×P; 2. D×P mate. Si 1. ...P5C; 2. P×PC mate.

942 (Por L. Kaul)

Clave: 1. C6R.

Si 1. ...R×C; 2. A3CD mate. Si 1. ...R3A; 2. A3A mate. Si 1. ...R5A; 2. D3C mate. Si 1. ...R5R; 2. D4D mate.

943 (Por C. Groeneveld)

Clave: 1. D3A amenazando 2. D3TD mate.

Si 1. ...A8A; 2. D8A mate. Si 1. ...P6A; 2. D×PA mate. Si 1. ...P5D; 2. A6D mate. Si 1. ...C3A; 2. A6D mate. Si 1. ...C4C; 2. A6C mate.

944 (Por F. Schulz)

Clave: 1. T5C.

Si 1. ...P3D; 2. C7A mate. Si 1. ...P4D; 2. C5A mate. Si 1. ...PC juega; 2. D×PA mate. Si 1. ...PA juega; 2. D8C mate. Si 1. ...A juega; 2. T×P mate. Si 1. ...P5R; 2. C×A mate.

945 (Por W. Becker)

Clave: 1. C2R amenazando 2. D4D mate.

Si 1. ...C×D; 2. T5R mate. Si 1. ...C4R; 2. T×C mate. O 2. D×C mate. Si 1. ...A4T; 2. D8T mate. Si 1. ...A8R; 2. D1T mate. Si 1. ...A×T; 2. C3A mate. Si 1. ...A7D; 2. A×C mate. Si 1. ...A6A; 2. C×A mate.

946 (Por W. May)

Clave: 1. A1C amenazando 2. T3R mate.

Si 1. ...P×T; 2. A×P mate. Si 1. ...P6D; 2. T×A mate. Si 1. ...T8R; 2. D2T mate. Si 1. ...C6D; 2. D2R mate. Si 1. ...A4D; 2. C7D mate.

947 (Por J. Kiss)

Clave: 1. C×Pj.

Si 1. ...R3Rj desc.; 2. C6A mate. Si 1. ...R1Cj desc.; 2. C4A mate.

948 (Por H. Faust)

Clave: 1. D2T.

Si 1. ...P5C; 2. P×P mate. Si 1. ...P4A; 2. D8T mate. Si 1. ...P3R, o 1. ...P4D; 2. C7A mate. Si 1. ...P5A; 2. A×P mate. Si 1. ...P6D; 2. D2CD mate. Si 1. ...P7R; 2. D×P mate. Si 1. ...P×P; 2. D×P mate. Si 1. ...P6A; 2. P4C mate.

949 (Por H. Trueck)

Clave: 1. C6AD amenazando 2. D×C mate.

Si 1. ...P×C; 2. D×P6A mate. Si 1. ...C5D; 2. C5R mate. Si 1. ...C efectúa otra jugada; 2. D3C mate. Si 1. ...T4T; 2. C×T mate. Si 1. ...T4D; 2. T4C mate.

950 (Por K. Hasenzahl)

Clave: 1. D7CD amenazando 2. P7A mate.

Si 1. ...P×A; 2. C3R mate. Si 1. ...P×P; 2. C7A mate. Si 1. ...T8CD; 2. T×C mate.

951 (Por B. Ghirelli)

Clave: 1. A4R amenazando 2. A5R mate.

Si 1. ...C5A; 2. T3D mate. Si 1. ...T8C; 2. C×PC mate. Si 1. ...C×T, o 1. ...C3C; 2. C×PA mate.

952 (Por G. Jensch)

Clave: 1. D8T.

Si 1. ...A juega; 2. A3C mate. Si 1. ...C5C, o 1. ...R4D; 2. C5T mate. Si 1. ...C1C, o 1. ...C(3T)2A; 2. D2T mate. Si 1. ...C5D; 2. C5R mate. Si 1. ...C(4C) efectúa otra jugada; 2. A3C mate. Si 1. ...PA juega; 2. D8CR mate.

953 (Por T. Kardos)

Clave: 1. C4R.

Si 1. ...P×C; 2. C4A mate. Si 1. ...R×C; 2. D4A mate. Si 1. ...C juega; 2. C6AD mate. Si 1. ...A×P, o 1. ...A7A; 2. C×A mate. Si 1. ...A8C; 2. C2A mate.

954 (Por E. Palkoska)

Clave: 1. D1D.

Si 1. ...R×T; 2. D2A mate. Si 1. ...C×T; 2. D7D mate. Si 1. ...C(7D) realiza otra jugada; 2. D×C3A mate. Si 1. ...C4R; 2. T×C mate. Si 1. ...C(6A) efectúa otra jugada; 2. T5R mate.

955 (Por M. Schneider)

Clave: 1. A7C amenazando 2. P4A mate.

Si 1. ...P5Aj; 2. P×P mate. Si 1. ...C3D; 2. C7R mate. Si 1. ...P4CD; 2. P8T(=D) mate. O 2. P8T(=A) mate.

956 (Por O. Stocchi)

Clave: 1. A×P amenazando 2. D5R mate.

Si 1. ...P×A; 2. C6D mate. Si 1. ...A×A; 2. P7C mate. Si 1. ...C(1C)×A; 2. C×P mate. Si 1. ...C(4T)×A; 2. C3C mate.

957 (Por H. Ahues)

Clave: 1. A8R! amenazando 2. C8T mate.

Si 1. ...A×C; 2. D×A mate. Si 1. ...A2D; 2. C5A mate. Si 1. ...A3R; 2. C6D mate. Si 1. ...D3D; 2. A×D mate.

958 (Por J. Buchwald)

Clave: 1. PC×P amenazando 2. D6R mate.

Si 1. ...PA×P; 2. A6D mate. Si 1. ...C×P; 2. C7D mate. Si 1. ...T×P; 2. T8R mate. Si 1. ...P4AR; 2. D3AD mate. Si 1. ...C4A; 2. C4C mate. Si 1. ...A4A; 2. D3CR mate.

959 (Por E. Bachl)

Clave: 1. D5C amenazando 2. D1C mate.

Si 1. ...T(5R)×P; 2. C4A mate. Si 1. ...T(2A)×P; 2. C5A mate.

960 (Por W. Kandler)

Clave: 1. T5R amenazando 2. T5D mate.

Si 1. ...R×T; 2. D4A mate. Si 1. ...D×T; 2. C6R mate. Si 1. ...D2Cj; 2. T5D mate. Si 1. ...C×A; 2. C6A mate.

961 (Por H. Luecke)

Clave: 1. D4AD amenazando 2. D6R mate.

Si 1. ...A×D; 2. T2AR mate. Si 1. ...T×D; 2. T6T mate.

962 (Por C. Mink)

Clave: 1. D6C! amenazando 2. D3C mate.

Si 1. ...C×P; 2. T(2R)2D mate. Si 1. ...T×P; 2. A4A mate.

963 (Por L. Tuhan-Baranovsky)

Clave: 1. D6D amenazando 2. C2A mate.

Si 1. ...D×C, o 1. ...T3R; 2. C5A mate. Si 1. ...T×C; 2. D×T mate. Si 1. ...T4R; 2. D×T mate. Si 1. ...T2R, o 1. ...T1R; 2. D6T mate. Si 1. ...T5A; 2. D3T mate. Si 1. ...T5C; 2. T×PA mate.

964 (Por F. Blaschke)

Clave: 1. T7T.

Si 1. ...P3C; 2. T7T mate. Si 1. ...P4C; 2. D1T mate. Si 1. ...A2R, o 1. ...A3A, o 1. ...A4C; 2. D5TD mate. Si 1. ...A5Tj; 2. T×A mate. Si 1. ...A2A; 2. T4T mate. Si 1. ...A3C; 2. D8R mate. Si 1. ...A4T; 2. D×A mate. Si 1. ...C juega; 2. D5TD mate.

965 (Por H. Hermanson)

Clave: 1. P3A amenazando 2. D×C(4A) mate.

Si 1. ...T×D; 2. C×T mate. Si 1. ...C×C; 2. T×C mate. Si 1. ...C(5A)6R; 2. D5A mate. Si 1. ...C×P; 2. T×C mate. Si 1. ...C(5A) realiza otra jugada; 2. C(5R)×T mate. Si 1. ...C(7A)6R; 2. D4D mate.

966 (Por M. Schneider)

Clave: 1. C4D amenazando 2. T7R mate.

Si 1. ...A4A; 2. C3AR mate. O 2. C6A mate. Si 1. ...C4A; 2. C6AD mate.

967 (Por A. Kopnin)

Clave: 1. C6C amenazando 2. D6A mate.

Si 1. ...P×C; 2. D6R mate. Si 1. ...C4R; 2. D×C mate. Si 1. ...C(6D) realiza otra jugada; 2. D6A mate. O 2. D5R mate. Si 1. ...C5R; 2. C7R mate. Si 1. ...C(6A) hace otra jugada; 2. T×C mate. Si 1. ...T juega; 2. T×C mate.

968 (Por W. Hebelt)

Clave: 1. C3A amenazando 2. D5C mate.

Si 1. ...T×C; 2. P×P mate. Si 1. ...D×C; 2. D5A mate. Si 1. ...P×C; 2. T5R mate. Si 1. ...T2T; 2. C6D mate. Si 1. ...C3A; 2. D×C mate.

969 (Por K. Goodare)

Clave: 1. A4D amenazando 2. A5R mate.

Si 1. ...T×A; 2. D2T mate. Si 1. ...D×C; 2. T8AD mate. Si 1. ...D×P; 2. C×P mate.

970 (Por L. Zagorouiko)

Clave: 1. C2R amenazando 2. D4D mate.

Si 1. ...T5AD; 2. D2D mate. Si 1. ...T5AR; 2. C×T mate. Si 1. ...C6A; 2. C4A mate. Si 1. ...C7A; 2. C3A mate.

971 (Por F. Haendle)

Clave: 1. A4R amenazando 2. C2A mate.

Si 1. ...A×A; 2. T×A mate. Si 1. ...PA×CD; 2. D4A mate. Si 1. ...PD×C; 2. T3D mate. Si 1. ...P6D; 2. A5AD mate.

972 (Por A. Rogoschevsky)

Clave: 1. D5CR.

Si 1. ...R3D; 2. D7R mate. Si 1. ...P3A; 2. D5D mate. Si 1. ...P4A; 2. D7R mate.

973 (Por R. Burger)

Clave: 1. C6A amenazando 2. T8R mate.

Si 1. ...C4A; 2. C×P mate. Si 1. ...A5C; 2. C4A mate. Si 1. ...D4A; 2. D×A mate.

974 (Por F. Fleck)

Clave: 1. D2A amenazando 2. C4C mate.

Si 1. ...R5A; 2. C5D mate. Si 1. ...R3A; 2. C5D mate. Si 1. ...R5D; 2. C5A mate. Si 1. ...A7R, o 1. ...A5R; 2. C4C mate.

975 (Por M. Niemeijer)

Clave: 1. A3T.

Si 1. ...P8D(=D), o 1. ...P8D(=T), o 1. ...P8D(=A); 2. T4A mate. Si 1. ...P8D(=C); 2. T2R mate. Si 1. ...R8D; 2. A3C mate.

976 (Por F. Fleck y R. Darvas)

Clave: 1. T3AD amenazando 2. T5A mate.

Si 1. ...C juega; 2. T5A mate. Si 1. ...D6C; 2. A×D mate.

977 (Por A. Mari)

Clave: 1. C4R amenazando 2. C3A mate.

Si 1. ...P3Cj desc.; 2. C(4R)6A mate. Si 1. ...P4Cj desc., o 1. ...T6T; 2. D5R mate. Si 1. ...R3R; 2. D×PD mate.

978 (Por W. Issler)

Clave: 1. C3A amenazando 2. D5D mate.

Si 1. ...R4A; 2. A7T mate. Si 1. ...R6D; 2. T2D mate. Si 1. ...P5R; 2. C2R mate. Si 1. ...D5R; 2. C×P mate.

979 (Por C. Mink)

Clave: 1. A7C amenazando 2. C4A mate.

Si 1. ...D×A; 2. T4D mate. Si 1. ...P4C; 2. D5A mate. Si 1. ...C×C; 2. A×D mate. Si 1. ...A2A; 2. C×C mate.

980 (Por P. Moutecidis)

Clave: 1. R×P.

Si 1. ...P3C; 2. C6A mate. Si 1. ...P3A; 2. C6R mate. Si 1. ...T6TD; 2. P×T mate. Si 1. ...T×PCj; 2. D×T mate. Si 1. ...T5C; 2. P3C mate. Si 1. ...T(6C)×T; 2. P4C mate. Si 1. ...T6A; 2. P×T mate. Si 1. ...T6C; 2. P×T mate. Si 1. ...T6TR; 2. P3A mate. Si 1. ...T×PAj; 2. A×T mate. Si 1. ...T5A; 2. P3A mate. Si 1. ...T(6A)×T; 2. P4A mate.

981 (Por N. Kapralos)

Clave: 1. A7T amenazando 2. T5A mate.

Si 1. ...C(3D)5R, o 1. ...C2C; 2. C3R mate. Si 1. ...C(4C)5R; 2. C6C mate. Si 1. ...A×Cj; 2. D×A mate. Si 1. ...C4C; 2. T4T mate.

982 (Por J. Kupper)

Clave: 1. D5T amenazando 2. D4C mate.

Si 1. ...A(5C) juega; 2. C2R mate. Si 1. ...A4D, o 1. ...A×P; 2. D1D mate. Si 1. ...A6D; 2. P3AD mate. Si 1. ...P5C; 2. T4A mate. Si 1. ...A7R; 2. C×A mate.

983 (Por B. Sommer)

Clave: 1. D3T amenazando 2. D1A mate.

Si 1. ...T×D; 2. C×P mate. Si 1. ...C6R, o 1. ...C6A; 2. D8A mate.

984 (Por H. Grasemann)

Clave: 1. C3D amenazando 2. D5R mate.

Si 1. ...A3D; 2. D3C mate. Si 1. ...C3D; 2. C3A mate.

985 (Por P. Serwene)

Clave: 1. T4Dj.

Si 1. ...A×T; 2. C4A mate. Si 1. ...T×T; 2. C3A mate.

986 (Por G. Wensch)

Clave: 1. A4R amenazando 2. D3D mate.

Si 1. ...A×A; 2. C4C mate. Si 1. ...T×A; 2. C5D mate.

987 (Por H. Pflieger)

Clave: 1. A5D amenazando 2. D4AD mate.

Si 1. ...A×A; 2. C7D mate. Si 1. ...T×A; 2. C4R mate.

988 (Por J. Morra)

Clave: 1. T8C amenazando 2. T7A mate.

Si 1. ...A4R, o 1. ...T5AR; 2. C×P mate. Si 1. ...P4R; 2. C7R mate. Si 1. ...T(4D)4R; 2. D3A mate. O 2. C4D mate. Si 1. ...T(5R)4R; 2. D3A mate.

989 (Por R. Schaefer)

Clave: 1. A6A amenazando 2. R7D mate.

Si 1. ...T×A; 2. D5T mate. Si 1. ...A×A; 2. R6R mate.

990 (Por E. Bachl)

Clave: 1. C5D amenazando 2. T(1R)1D mate.

Si 1. ...T×C; 2. T4R mate. Si 1. ...A×C; 2. P6R mate.

991 (Por A. Bender)

Clave: 1. C4R amenazando 2. T4C mate.

Si 1. ...P×C, o 1. ...A×C; 2. P3R mate. Si 1. ...R×C; 2. T4C mate.

992 (Por K. Link)

Clave: 1. P4D amenazando 2. T5A mate.

Si 1. ...T×P; 2. C3A mate. Si 1. ...A×P; 2. C4A mate.

993 (Por C. Mink)

Clave: 1. A4D amenazando 2. C3A mate. O 2. C2D mate.

Si 1. ...T×A; 2. C3A mate. Si 1. ...A×A, o 1. ...P×A; 2. C2D mate. Si 1. ...R×A; 2. D4A mate.

994 (Por H. Luecke)

Clave: 1. A4AD amenazando 2. C6T mate.

Si 1. ...A×A; 2. D3T mate. Si 1. ...T×A; 2. D5T mate.

995 (Por H. Hermanson)

Clave: 1. C3C amenazando 2. C6D mate.

Si 1. ...C6D; 2. T×P mate. Si 1. ...C hace otra jugada; 2. T×PA mate.

996 (Por H. Rieper)

Clave: 1. P4R amenazando 2. D5A mate.

Si 1. ...T×P; 2. C3A mate. Si 1. ...A×P; 2. C4A mate.

997 (Por S. Bikos)

Clave: 1. D6A amenazando 2. D×PT mate.

Si 1. ...C5R; 2. D×PA mate. Si 1. ...C5A; 2. C2R mate. Si 1. ...C4C; 2. C2R mate. O 2. C5D mate. Si 1. ...C(3D) realiza otra jugada; 2. C5D mate. Si 1. ...T5R; 2. D×PA mate.

998 (Por F. Schulz)

Clave: 1. P4R amenazando 2. T5A mate.

Si 1. ...T×P; 2. C3A mate. Si 1. ...A×P; 2. C4A mate.

999 (Por W. Becker)

Clave: 1. A4R amenazando 2. D5A mate.

Si 1. ...A×A; 2. A4D mate. Si 1. ...T×A; 2. T5T mate.

1.000 (Por J. Kupper)

Clave: 1. C7A.

Si 1. ...R×C; 2. P8R(=C) mate. Si 1. ...R×T; 2. A×C mate. O 2. P×T(=C) mate. Si 1. ...A×C, o 1. ...T×C; 2. T8D mate. Si 1. ...C juega; 2. C6D mate.

1.001 (Por F. Hyna)

Clave: 1. P4D amenazando 2. D×P mate.

Si 1. ...P×P; 2. D×P mate. Si 1. ...A4D; 2. D1AD mate. Si 1. ...C2C; 2. A×C mate. Si 1. ...A4R; 2. D×A(8C) mate.